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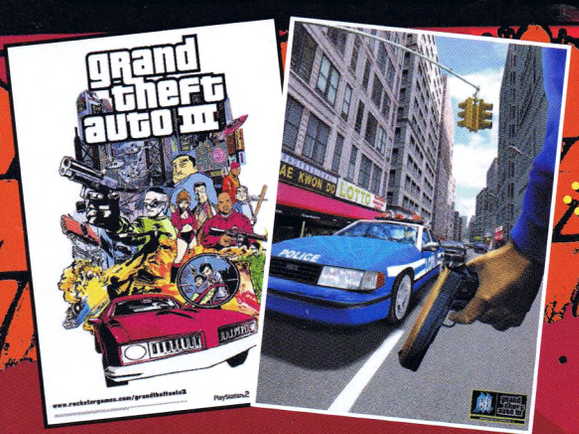
Games Master

FIRST REVIEW!

The most extreme game ever! You won't believe what you can do in...

grand theft auto III



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PLUS!

GO POKEMENTAL!

Crystal and Stadium 2 rated! New Poké console revealed!

DEVIL MAY CRY

Hot as hell slash 'n' shooter from the makers of Resi! First review!

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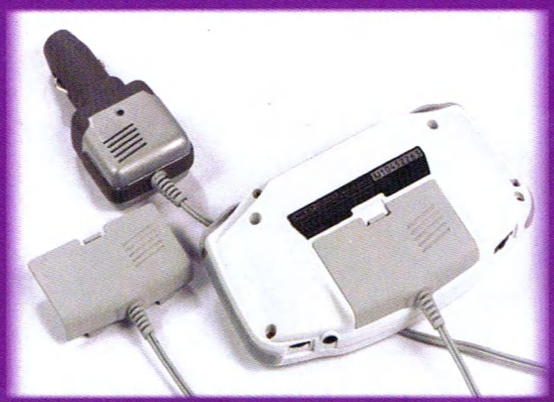
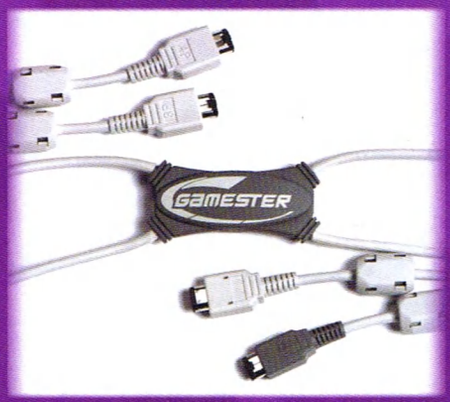
DREAMCAST > GAME BOY > XBOX > PC > PLAYSTATION2 > GAMECUBE > PSone

Advance





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Games Master

grand theft auto III

Blimey! As absolutely none of the street scum in *GTA3* say when you set about them with a baseball bat. We've seen plenty of controversial games here on GM but we can't remember anything quite like *GTA3*. Head off to page 72 to see just what you can get up to in the very first review of Rockstar's crim sim.

It's not all car jacking and rozzer baiting though. We kick off the GameCube coverage with a massive 10 page playtest special, live and direct from Nintendo's Spaceworld show. Add a bundle of new Pokémon stuff (including an all-new console!) and the biggest games on every machine, and it's clear why we're Britain's best-selling multi-format mag!

TURN THE PAGE AND GET STUCK INTO SOME OF THE BIGGEST GAMES OF 2001!

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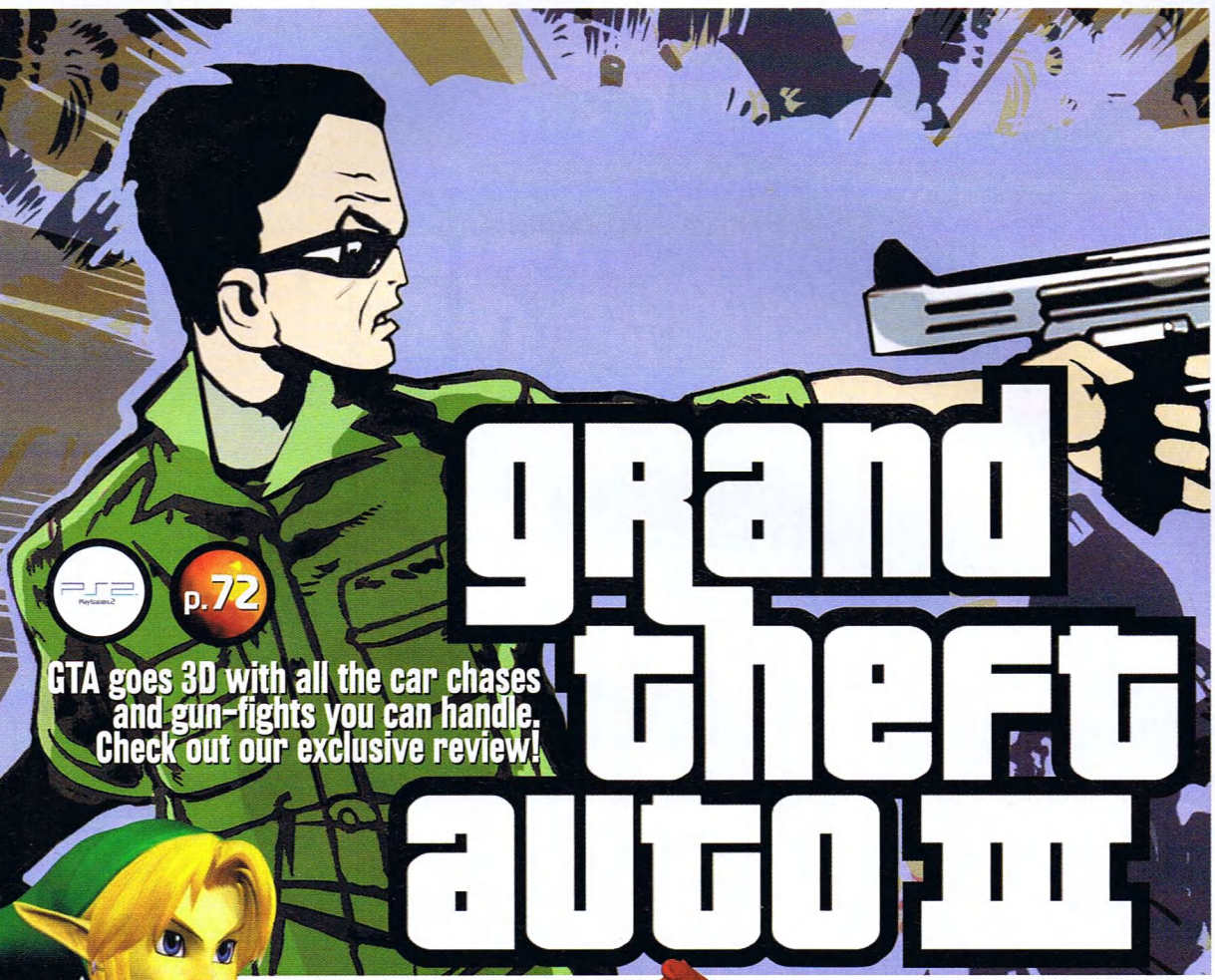
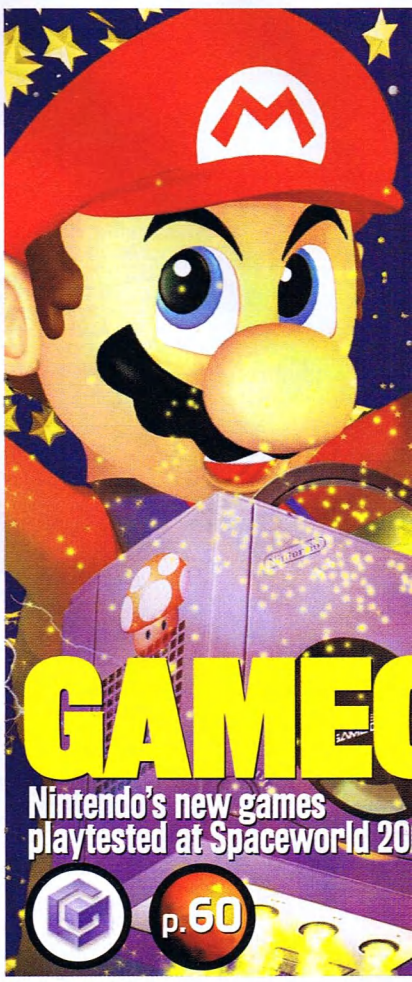


grand theft auto III

PS2 p.72

GTA goes 3D with all the car chases and gun-fights you can handle. Check out our exclusive review!



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ZELDA ORACLES

GAME BOY COLOR

Zelda bounds back onto GBC. Could this be Link's best yet? p.82

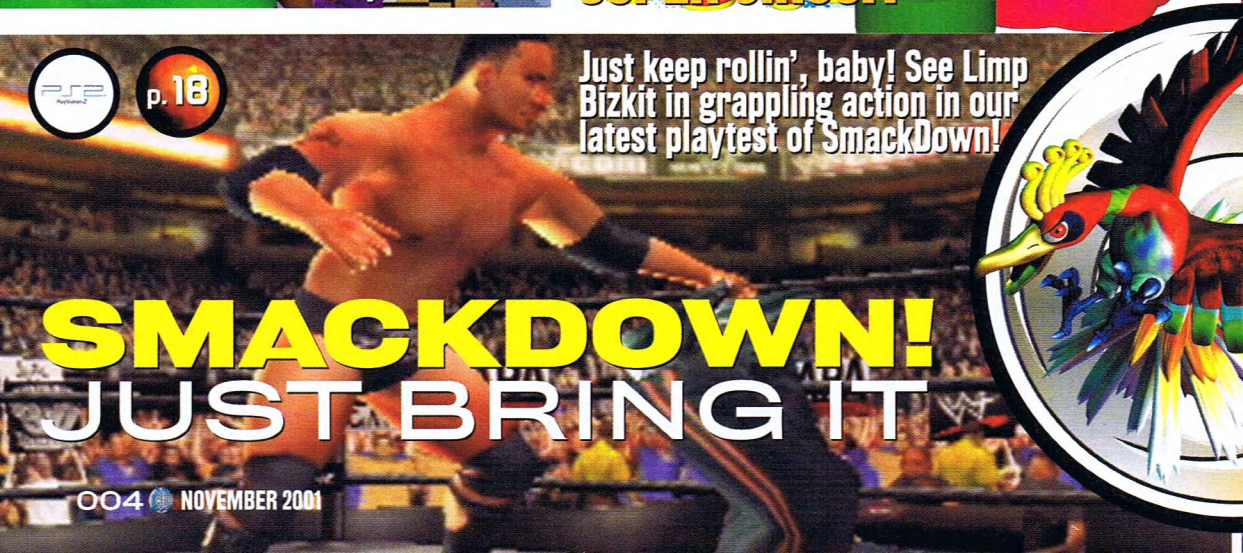
THE GUIDE MARIO KART: SUPER CIRCUIT

GAME BOY ADVANCE p.46

Master the Kart with our killer tips!

More relentless spookiness from the makers of Resi!

PS2 p.80



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Just keep rollin', baby! See Limp Bizkit in grappling action in our latest playtest of SmackDown!

SMACKDOWN! JUST BRING IT

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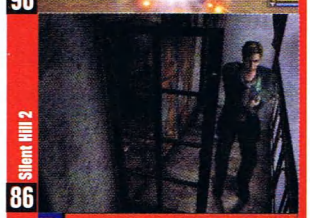

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Games Master

TEAM GM

Who's the grand thief in #113?

READER of the MONTH!

JOANNE ALCOCK
GAME MENTAL

Joanne apologises for her scruffy appearance in her letter. Well don't worry, if you play as many games as she does you don't have to comb your hair. Her fave games are the *Final Fantasy* series, and she's even teaching herself programming. Now that is one dedicated gamer.

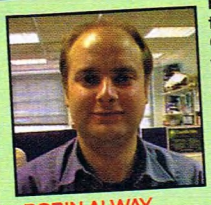
Want to be GM's Reader of the Month? Tell us what makes you so special and win a game of your choice. Write to the usual address.

ALI TURNER
DON DOTHAT

Fave game this month: Dropship
Worst game: Final Fight One
Last thing you stole: A kiss from a pinned-down stranger
Fave Sandwich: A man one

PAUL TYSALL
DON JUAN

Fave game this month: Buffy
Worst game: Champ Manager
Last thing you stole: A building-sized Coca Cola Banner
Fave Sandwich: Hardy's Classic No.1 with no salad

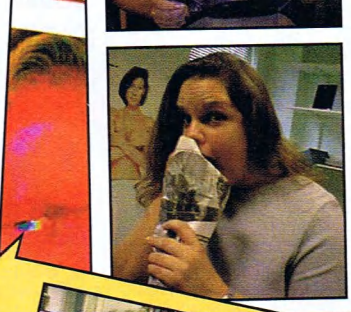


ROBIN ALWAY
DON CORLEONE

Fave game this month: GTA 3
Worst game: Alex Ferguson's Player Manager
Last thing you stole: The dummy of a sleeping baby
Fave Sandwich: Smoked salmon and cream cheese

OLIVER HURLEY
DON STANSOCLOSE

Fave game this month: Burnout
Worst game: WWF Betrayal
Last thing you stole: A CD inlay card
Fave Sandwich: Pork and HP sauce



TOM EAST
DON FENSEMEIN

Fave game this month: Pro Evolution Soccer
Worst game: GTC Africa
Last thing you stole: My brother's James T-shirt (the shame of it)
Fave Sandwich: The M&S Christmas Special

NICOLA KNEALE
DON LUKDOWN

Fave game this month: Zelda
Worst game: Top Gun
Last thing you stole: Tom's curling tongs
Fave Sandwich: Smoked salmon and cream cheese

"Yo dudes! I'm the original gangsta. My name's Bobby No-Knees, which explains my goose stepping. You should meet my brother, Billy No-Nads."
Your brother eh? Are you close? Do you get on?
"Oh yes he loves me, he always speaks highly..."

Oi Tom! Where are you shuffling off to?
"The Red Light District."
Tom! That's not the way to find love. There are catalogues I could lend you.
"No, I need a red light, I've got some photographs to develop."
Oh, what a funny mix up!

"*GTA3* is just far too violent for me, so I've come up with my own PC and kid friendly version. Instead of mercilessly running over Hari Krishnas you're only allowed to run over a portion of Harry Ramsden's. Only after I've a had few chips, mind."

"All right guvnor! I'm well dodgy me. I'll nick anything, even stuff nailed down, like... nails. Watch and learn how I nick this car. Just walk up casually and, when no one's looking, just slip it under your coat. Bish bash bosh! No one's the wiser. Cushy."

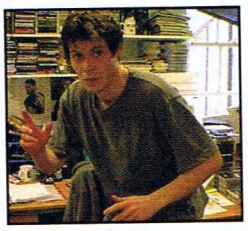
"These guns are feeble. Who needs flamethrowers and semi-automatics when I have the ultimate weapon: The Old Flame Thrower? Cower as I throw my ex-girlfriend!" (NB Robin has never been out with Nicola, we just used her because we couldn't get in touch with any of Robin's former squeezes).

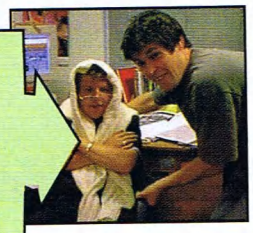
Hey Nicola! Why you scratching Tom? Lay off him, he's only smal
Just 'cos he's got nicer hair.
"No way! The louse grassed me up to cops for opening an umbrel
indoors. Now I'm looking at 10 years."
So why you scratching him?
"Well if you've got a snitch - scratch it..."

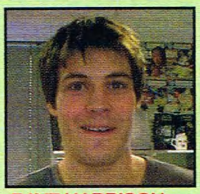
ALEX COOKE
DON YATHINKIMSEXY

Fave game this month: The Weakest Link
Worst game: MX Rider
Last thing you stole: Someone's liver
Fave Sandwich: Brie and salad

Why the loose change and sink action Captain Cooke?
"I'm money laundering for the Collection Plate Mafia."
Of course, what a foolish question!

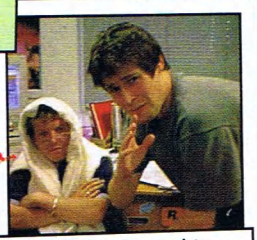


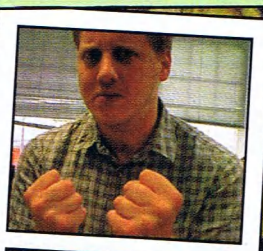




DAVE HARRISON
DON YAWANMYLUV

Fave game this month: Doom
Worst game: FIFA 2002
Last thing you stole: A Jiffy bag
Fave Sandwich: Cheese and onion, if done correctly



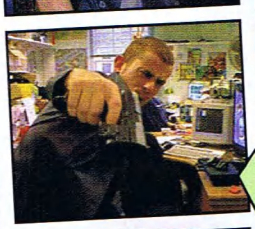


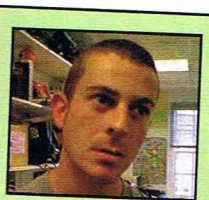
"Forget *Grand Theft Auto*, I'm more into *Granny Theft Auto*. You can get a fiver for 10 on the black market. Only problem is, they smell of cat pee and Murray Mints. Euyou."

MARK GREEN
DON SIMPSON

Fave game this month: Zelda
Worst game: This Is Football 2
Last thing you stole: My mum's heart
Fave Sandwich: Tuna mayo

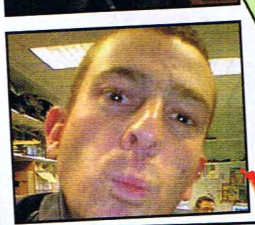
"You want some? You think you're the big man? You want some? Then bring some punk. I'll open you up like a tin of beans, you idiot. I eat crap like you for breakfast."
My word, he eats crap. Well it beats Bran Flakes.



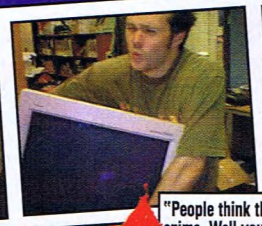


RICHARD OWEN
DON MANAGER

Fave game this month: Pro Evolution Soccer
Worst game: F1 2001
Last thing you stole: A free ride
Fave Sandwich: Stilton



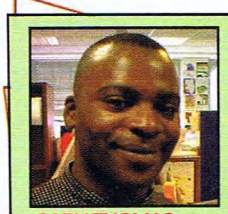
Hey Rich, is that a gun in you pocket or are you just pleased to see me?
"It's a gun ain't it? But I am pleased to see you as well. Come here, give us a snog."
Rich, you're scaring the children.



"People think this looting is the work of workshy opportunist crims. Well you try carrying a PC from Dixons back home. Now that's what I call hard work. My back's killing me.

DANIEL DAWKINS
DON HOWE

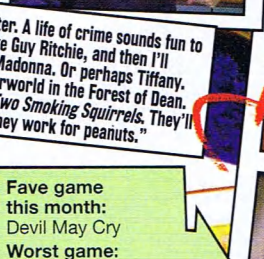
Fave game this month: Silent Hill 2
Worst game: Tarzan
Last thing you stole: A pin
Fave Sandwich: Ploughman's

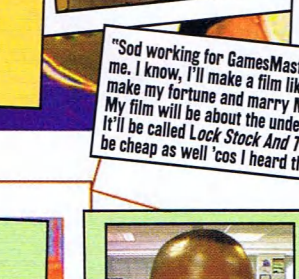


GARY THOMAS
DON TURNAROUND

Fave game this month: Devil May Cry
Worst game: Spy Hunter
Last thing you stole: I don't steal
Fave Sandwich: Meat

"Sod working for GamesMaster. A life of crime sounds fun to me. I know, I'll make a film like Guy Ritchie, and then I'll make my fortune and marry Madonna. Or perhaps Tiffany. My film will be about the underworld in the Forest of Dean. It'll be called *Lock Stock And Two Smoking Squirrels*. They'll be cheap as well 'cos I heard they work for peanuts."





"Mess with the GM gang and you'll be in serious trouble. I heard they once chopped a guy in half and chucked him in the sea just for having dandruff."
That's terrible but how do you know he had dandruff?
"Well the police found his head and shoulders on the beach."

You all right Kieron?
"Nah, I've got smacked for being cheeky. This guy came up to me, giving it loads."
Mobster was he?
"No, a lobster. He was so shellfish as well, wouldn't buy me a drink or owt!"

KIERON GILLEN
DON AMECHE

Fave game this month: Baldur's Gate
Worst game: Red Faction
Last thing you stole: An envelope (but I put it back)
Fave Sandwich: BLT

MARTIN KITTS
DON GETMERONG

Fave game this month: Mario Kart
Worst game: From Dusk Till Dawn
Last thing you stole: My friend's heart
Fave Sandwich: Peanut butter and Tabasco sauce

Martin, it may seem like a strange question but pray, tell us why you are moving a packet of painkillers along a desk.
"It's my new profession... I'm a drug pusher!"
(You could all see that one coming a mile off, couldn't you?)

KERRY HAYSOM
DON PLAYWITHMATCHES

Fave game this month: Project Eden
Worst game: Italian Job
Last thing you stole: Ali's Sex and the City video
Fave Sandwich: Cucumber and marmite

HOT NEWS

THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BI

THE BEST GAMES EVER?

SPECIAL REPORT Nintendo

GameCube is launched in Japan!

The Japanese launch of GameCube wasn't the only great bit of Ninty news we were given this month. Nintendo have also unleashed first shots of *Mario Sunshine* and the new *Zelda* game!

On GameCube's launch day of Friday 14 September, it was possible to snap up copies of *Luigi's Mansion*, *Wave Race: Blue Storm* and the novel *Super Monkey Ball*.

But *Mario* and *Zelda* are the one's we've been waiting for and, although they're not out for a while, they're already looking fantastic.

Mario and *Zelda* aside, Ninty showed off the rest of their new games at their own show, Spaceworld 2002. While the Jap launch was a bit underwhelming, the future looks very bright.

But for now, get an eyeful of these *Mazza* and *Zelda* shots.

◀Soon there'll be gold and silver Cubes to choose from too.

NINTY'S STYLE FILE

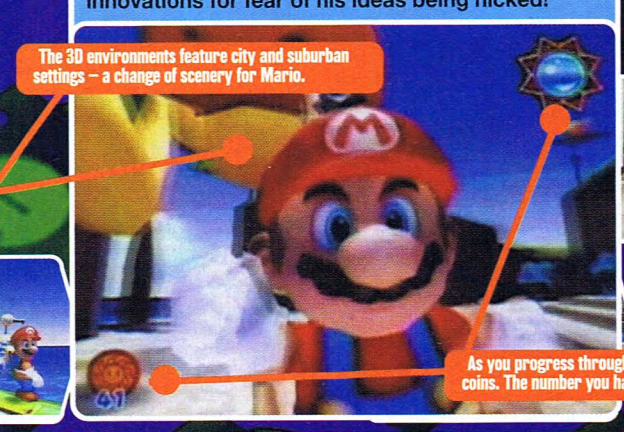
You will have a choice of different coloured Cubes when Ninty's new console is released in the UK next year.

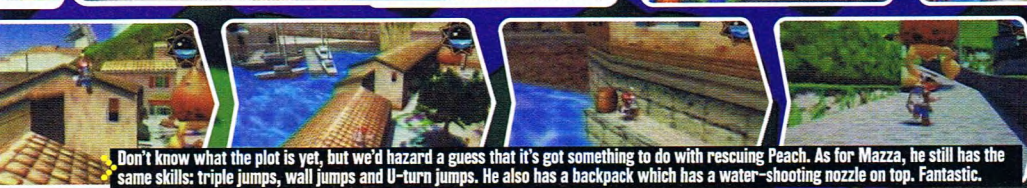
Ninty have made Purple and black Cubes for the Jap launch, but they are also planning gold and silver versions too, with an orange controller on its way.

But we still don't know when we'll be able to get our hands on one. Nintendo have still yet to announce the official UK launch date. Hurry up guys!

MARIO ON GAMECUBE!

We've got lush shots of *Mario Sunshine*. At Spaceworld, Miyamoto would not reveal gameplay innovations for fear of his ideas being nicked!

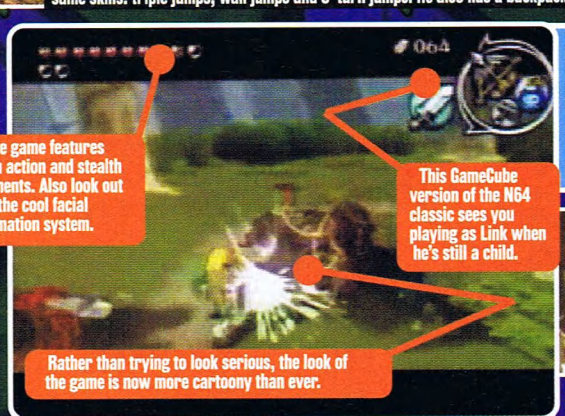

The 3D environments feature city and suburban settings – a change of scenery for Mario.
As you progress through it you collect Sunshine coins. The number you have is on the bottom left.

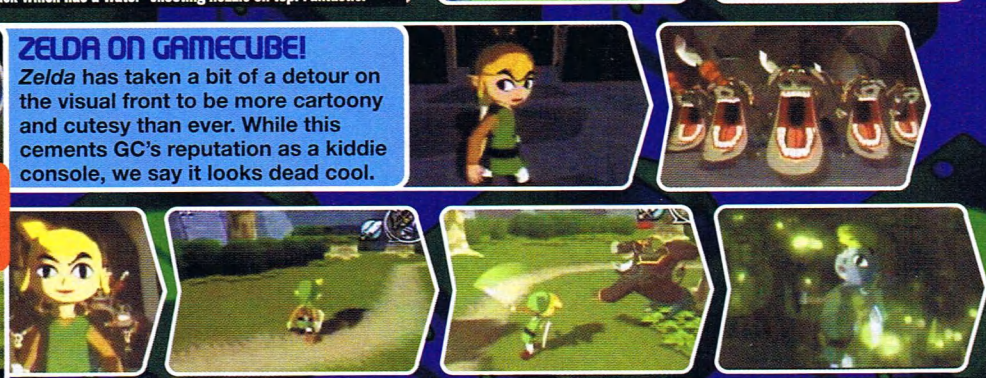


Don't know what the plot is yet, but we'd hazard a guess that it's got something to do with rescuing Peach. As for Mazza, he still has the same skills: triple jumps, wall jumps and U-turn jumps. He also has a backpack which has a water-shooting nozzle on top. Fantastic.

ZELDA ON GAMECUBE!

***Zelda* has taken a bit of a detour on the visual front to be more cartoony and cutesy than ever. While this cements GC's reputation as a kiddie console, we say it looks dead cool.**


The game features both action and stealth elements. Also look out for the cool facial animation system.
This GameCube version of the N64 classic sees you playing as Link when he's still a child.
Rather than trying to look serious, the look of the game is now more cartoony than ever.



Look out for the black, pig-like soldier, who is no doubt a minion of Ganon himself. There's a real Walt Disney element to all the baddies and the animation is absolutely superb. The young Link has a much slimmer body than we're used to and some floppy yellow hair. How odd!

p. 10

XBOX LATEST

With GameCube now out in Japan, Xbox is starting the fight back with a ton of great looking new games. You can see them here first!

p. 13

RESIDENT EVIL GAMECUBE

It's *Resi* – on GameCube! It's looking scarier than ever and we've got the shots to prove it! Turn to page 13 now... if you dare.

p. 14

WWF ROAD TO WRESTLEMANIA

It's the first WWF game for Game Boy Advance and we've got a batch of stunning new shots for you to feast your eyes on. It looks grappletastic.

Spaceworld bodes well for Nintendo GameCube success!

STUNNING GAMECUBE LINE UP!

Start getting excited now! This year's Spaceworld show was packed full of announcements of a load of stunning new GameCube games from top-rate developers.

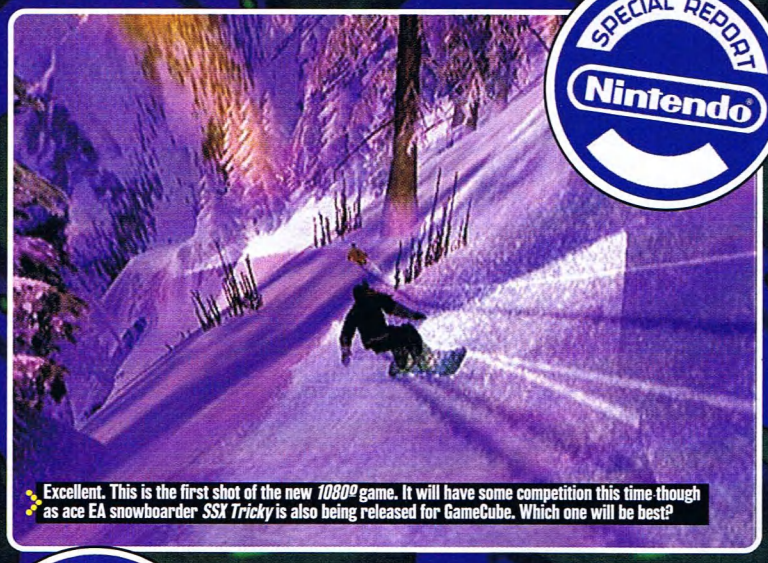
The superb *Sonic Adventure 2*, which first appeared on Dreamcast, will be ported to the Cube, as will the driving mayhem of *Crazy Taxi*.

There's also news of a follow-up to classic snowboarder *1080°*; arcade racing thrills with a new *Ridge Racer*; *Soul Calibur 2*, the sequel to the fantastic Dreamcast beat-'em-up, and a new *Die Hard* game. Along with *Resident Evil* now being a GC exclusive (see page 13 for more), it looks like Ninty *won't* let us down...

We bet you never thought you'd see the speedy hedgehog on a Nintendo machine. Well here's your proof. It's the first shot of *Sonic 2* on GC!

Super slash-'em-up *Soul Calibur 2* is being released for GameCube. It's not exclusive though; it will also be on Microsoft's Xbox.

The scenery in *Soul Calibur 2* looks absolutely stunning. Hope you'll be able to interact with it.



SPECIAL REPORT Nintendo

Excellent. This is the first shot of the new *1080°* game. It will have some competition this time though as ace EA snowboarder *SSX Tricky* is also being released for GameCube. Which one will be best?

Here is the first shot of *Crazy Taxi* in GameCube action. It looks just like the ace DC version.

RUMOUR: GAMECUBE TO NAB THE *FINAL FANTASY* SERIES!

SPECIAL REPORT Nintendo

POKEMANIA

Can you believe this? Nintendo have unveiled their new console. No, not GameCube. It's Pokémon Mini.

Pokémon Mini is a tiny, cartridge-based console for Pokémon games. Already three new games are in development: *Pokémon Pinball Mini, Pokémon Puzzle Collection*, and *Pokémon Zany Cards*. As for the console itself, it has a D-pad, two GBC-style buttons, and a shoulder button – ideal for *Pokémon Pinball Mini*. The pocket-sized conosle even has a rumble feature. No release date as yet, but we'll keep you updated. This is amazing.

POKEMON E-CARD READER

... And there's more! Here's another new Pokémon product: the Pokémon Card E-reader. This will link your Game Boy Advance with the Pokémon Trading Card Game. It reads the bar code of a special Card and displays the rules, the characteristics and the function of each card on your GBA screen, so you can learn the game as you play.

Here's the Pokémon Card e-reader in barcode-reading action. Cool.

SCANDAL MONGER

RETURN OF THE MAC

Colin McRae Rally is being souped-up for PS2, PC and Xbox. And, according to Codemasters, it will be even more realistic than ever. Suspension will be spot on and your car will now take extreme damage when you ram into a tree. Also, Codies want to give players the feeling of actually *being* Colin McRae by making you work with co-driver Nicky Grist and the Ford team. No word on a release date as yet.

PC'S BRIGHTEST STAR

Great news! Top DC RPG *Phantasy Star Online* is coming to PC. Rather than being a flash version of the first DC game, this is going to be a direct port of *Phantasy Star Online* Version 2. Due for release on DC and GC next year, the PC version will be released in Japan in December, but a UK release date hasn't been confirmed yet.

BLOCK PARTY

Who'd have thunk it? GBA puzzler *Denki Blocks* beat games such as *Unreal Championship* and *Shrek* to scoop the ECTS (Europe's biggest game show) award for best game of the show. Admittedly ECTS was pants this year, as there weren't many big hitting games on show, but *Denki Blocks* is still a good game. It's a fun puzzler which has you sliding blocks together to build shapes before the clock runs down. It sounds a bit Early Learning Centre, but it's fun. Honest!

SOLDIERING ON

Ultra-violent PC shooter *Soldier of Fortune* will be released on PS2 in November, and it's just as bloody as the original. In fact it's the same. Apart from a new four-player split-screen mode, the only difference is the name: *SoF: Gold Edition*. Again, you'll have to get inside the blood-stained shoes of John Mullins and shoot the limbs off terrorists. Cool.

WHAT'S IN THE BOX?

>> Bundle of brand new Xbox games!

Not ones to keep a low profile if they can help it, Microsoft continue to fight against GameCube with news of loads more exciting Xbox games. The first batch of new titles was unveiled at this year's ECTS games show in London at the start of September.

Rocky, due from Rage in November 2002, is the fully-licensed game of the Stallone boxing classic. It's taking the arcade-style route and features all the characters from the five films, including Apollo Creed and Mr T's character, Clubber Lang.

Equally exciting are the new shots of *Unreal Championship* that Infogrames released at the same event. Suffice to say this first-person shooter, out early next year, is looking lush indeed.

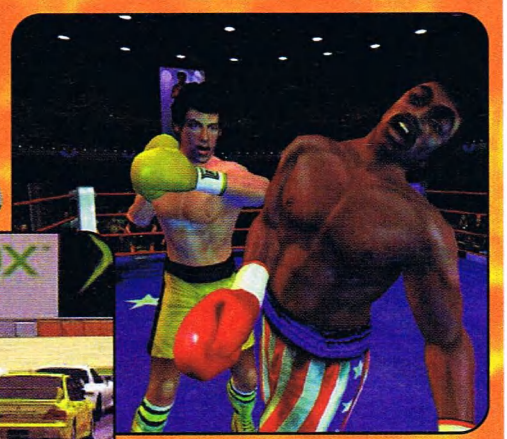
Meanwhile, over in sunny Tokyo Microsoft held a conference to announce yet more killer titles for their mean machine. Best of the bunch were *Silent Hill 2* (an updated version of the forthcoming PS2 horror outing), terror-slasher *Onimusha*; *Sega GT 2002* (Sega's take on *Gran Turismo* that last popped up on Dreamcast), and the previously announced beat-'em-up frenzy of *Dead or Alive 3*.

In other Box of X news, it's been announced that a DVD playback kit with remote control is being made available for the chunky console, allowing you to watch movies on the machine, like PS2.

This is the brand spanking new version of first-person shooter *Unreal*, which is exclusive to Xbox.

NAMCO'S FARE

Developers Namco – who are usually linked with Sony – have confirmed that they are working on four games for Xbox: beat-'em-up *Soul Calibur 2*, renegade cop actioner *Dead to Rights*, arcade racer *Ridge Racer 6* and an as-yet-untitled action-adventure game, which will be exclusive to Xbox. Exciting stuff.



Very few details are known at the moment about Xbox's *Rocky* game, other than all the main characters from the five films will be included in it.

Here's the Xbox version of *Silent Hill 2* – scary.

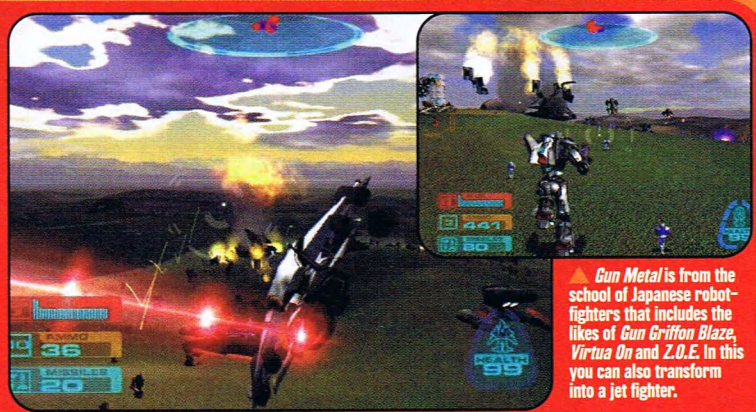
The latest *DOA3* shots confirm it's looking lovely.

Sega GT 2002 is the sequel to the Dreamcast game.

AND UP RAGE'S SLEEVES...

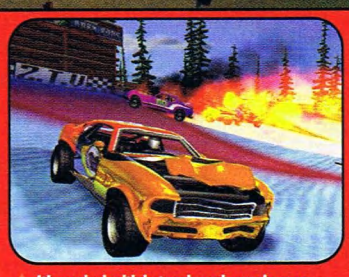
As well as *Rocky*, Rage are working on *Crash* and *Gun Metal* for Xbox. *Crash* is nothing to do with that bandicoot fella, but is a sleek *Destruction Derby*-style smash-'em-up. Due out at launch in the UK, *Crash* is packed with muscle cars and hot rods. *Gun Metal*, meanwhile, is a third-person robot/jet fighter shooter. Look at these shots and start counting down the days to Xbox launch...

Imagine the all-round mentalism of *Destruction Derby* but with better gameplay, cooler cars and massively improved graphics, and you've got *Crash*.



Gun Metal is from the school of Japanese robot-fighters that includes the likes of *Gun Griffon Blaze*, *Virtua On* and *Z.O.E.* In this you can also transform into a jet fighter.

Expect plenty of spectacular crashes.



It's packed with hot rods and muscle cars. They don't do many miles to the gallon though.

There are plenty of enemies to deal with – and you've got loads of weapons to use...

SONY'S STARS

Sony's new games playtested!

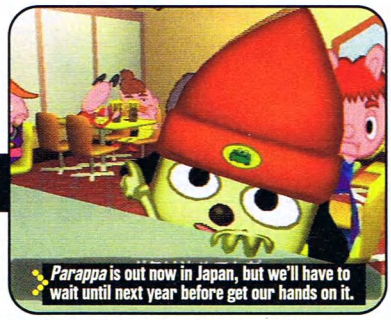
Sony unveiled their line-up of new games at a special event in London last month, and we played the lot.

Syphon Filter 3, Airblade, World Rally Championship, Dark Cloud, Socom, Syphon Filter 3 and *Jak and Daxter* were all there. And for the first time we got to have a bash on brand new, playable versions of *Parappa the Rapper 2, Time Crisis 2, Rez* and *Ecco the Dolphin*.

Time Crisis 2 gave us the opportunity to have a blast on the new official PS2 lightgun, the G-Con 2. It looks far better than the old grey PSone gun, and the accuracy is perfect. As for the game itself, it's a souped-up version of the original, as you step into the shoes of Richard Miller and gun down armies of terrorists before the clock runs down. *Time Crisis 2* is released in November.

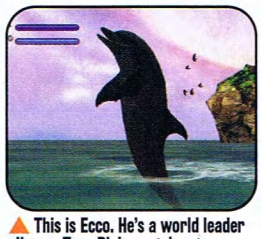
Parappa 2 is great fun again, and the ace animation makes it look like a fantastic cross between *Paper Mario* and a *Simpsons* cartoon. But bashing buttons in time to a hip-hop beat is a bit too easy, and *Parappa* veterans will probably be able to complete the game in 30 minutes. It's out in Spring 2002.

Also announced at the show was the fact that the bizarre DC adventure *Ecco the Dolphin* is heading for PS2. In Ecco's world, dolphins and humans rule the world equally, but a time-travelling tyrant has had enough of this arrangement and tries to disrupt the peace. Playing as Ecco, you must swim through the ocean, save the world from the evil tyrant, and keep 'em peeled for sharks, octopuses and poisonous fish.



Parappa is out now in Japan, but we'll have to wait until next year before get our hands on it.

Jak and Daxter race a purple headed monster.



This is Ecco. He's a world leader y'know. Tony Blair, watch out.

Rez is a mental mix of a third-person shooter and a music game.

Playing *Time Crisis 2* with Sony's new official lightgun the G-Con 2 is a great experience. Don't miss!

METAL GEAR SOLID 2 MAY BE DELAYED. OH NO!

DREAMCAST NOT DEAD YET!

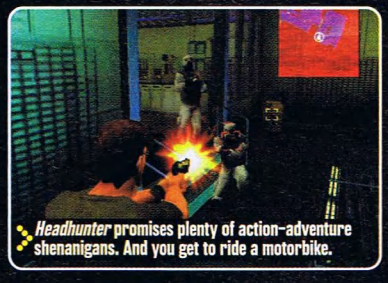
Slew of Sega games comin' atcha!

Dreamcast may have the lowest profile of any console going these days but don't bin it yet – Sega have still got a slew of games lined up for their machine before Christmas, including the highly-anticipated *Shenmue 2*.

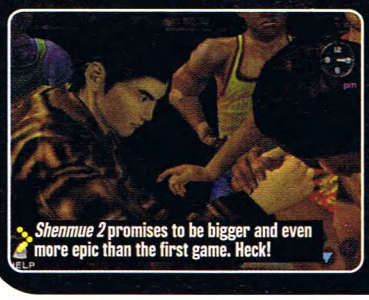
In addition to the epic action-adventure sequel, Sega have announced another half-dozen games that are due out over the next couple of months. On the sports side of things, there's footie game *90 Minutes*, along with the superb *Virtua Tennis 2* (see preview, page 39).

Arcade flying antics are on offer in *Propeller Arena*, while *Headhunter* should serve up some gritty action. Comic platformery comes in the shape of the unique *Floigan Brothers*, while *Rez* is a bizarre music making/shoot-'em-up hybrid – like a violent *Vib Ribbon*.

And if you're tempted by that little lot but still don't own a Dreamcast, now's the time to buy one. The new Ultimate Dreamcast Pack is in the shops. For a mere 100 notes you can bag yourself a Dreamcast, pad, VMU and copies of *Virtua Fighter 3tb, Metropolis Street Racer* and *Jet Set Radio*. It'd be rude not to.



Headhunter promises plenty of action-adventure shenanigans. And you get to ride a motorbike.



Shenmue 2 promises to be bigger and even more epic than the first game. Heck!

Yes! This *Virtua Tennis* update lets you play as a girl too.

Propeller Arena has now been put back on the release schedule, so don't expect it till next year.

SCANDAL MONGER

GAMES DELAYED

Due to last month's terrorist attacks in New York, two PS2 games have been delayed. Both *Twisted Metal: Black* and *Dropship* contain scenes that, in light of recent events, could be considered in poor taste. Some missions in *Dropship* have you flying over the Middle East, blowing up terrorists and freeing hostages, while in *Twisted Metal: Black* you blow up a jumbo jet with your car's bazooka. The new release date of *Twisted Metal: Black* has yet to be confirmed, and *Dropship* has been delayed until January 2002.

SOCCER STAR

England and Liverpool hero Steven Gerrard is starring in his very own GBA game, and it's called, wait for it: *Steven Gerrard's Total Soccer*. The best news is it looks like a flashy version of the classic GBC footie game *David O'Leary's Soccer*.

CALL THE GP

Here's the first shot of Namco's *Moto GP 2* in action. The sequel to the ace motorbike racer will feature twice as many courses as the original, including tracks in The Netherlands and Spain. It looks even better than the original, which many considered to be the *Gran Turismo* of bike racers.

SALT LAKE 2002

Salt Lake 2002, the official game of the Winter Olympics, is heading for PC, PS2 and PSone in January. Luckily it doesn't feature all sports or you'd have to play curling; it only covers the best events: bobsleighing, ski jumping, downhill skiing and snowboarding.

PLANET OF THE APES

After three years in the making, it's here!

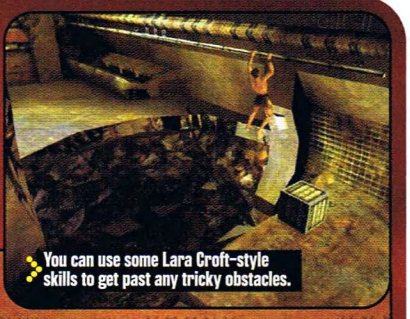
At last, *Planet of the Apes* is finally being released on PC, PlayStation, Game Boy Advance and Game Boy Color.

The action-packed adventure was unveiled in 1998, but we hadn't seen any screenshots of Charlton Heston in ape-beating action since.

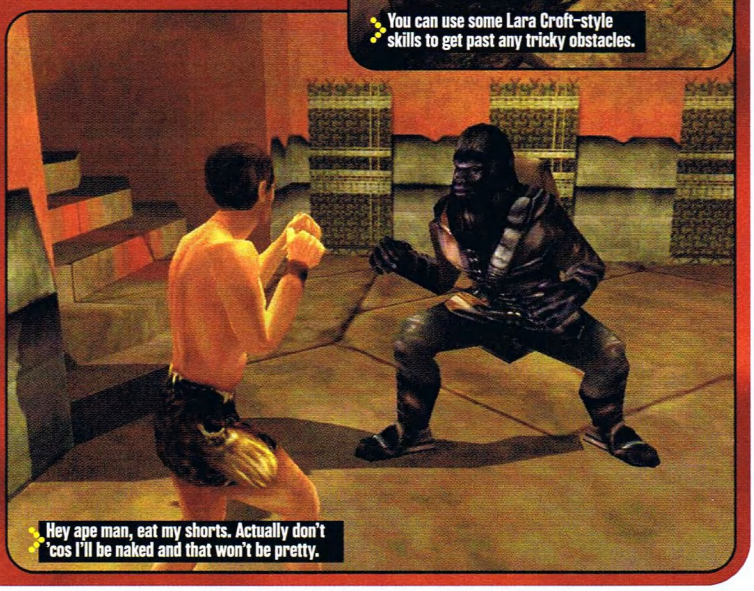
Anyone who is expecting to see the game of the recent remake will be disappointed. Rather than being based on Tim Burton's blockbuster, the game's story is taken from the original movie and its sequel, *Beneath the Planet of the Apes*.

Playing as an astronaut whose ship has crash-landed on a planet populated by talking apes, your aim is to get back to earth. When the game was unveiled three years ago, it was a bit like *Metal Gear* with monkeys as you sneaked around the planet desperately trying to avoid detection. But it wasn't too bad if you were spotted as you could have a rumble with an ape. Fantastic.

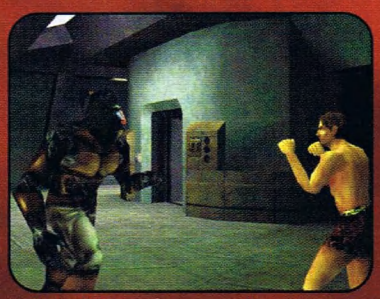
As these ace PC shots show, you can still duff up the apes, and hopefully you'll be able to sneak as well. The PC version should already be on the shelves by the time you read this. The Game Boy Advance, GBC and PlayStation versions will follow in November.



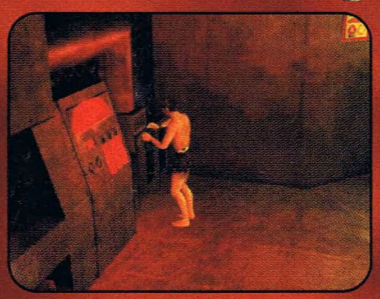
You can use some Lara Croft-style skills to get past any tricky obstacles.



Hey ape man, eat my shorts. Actually don't 'cos I'll be naked and that won't be pretty.



▲ You will pick up some weapons later on, but for now you'll have to rely on your fists when you get into a rumble with one of the ape rulers. Deck him.



▲ This looks like a *Tomb Raider*-style puzzle. You'll be able to work it out this month as *Planet of the Apes* is finally being released on PC. Excellent news.

THQ SIGN BRITNEY SPEARS TO STAR IN HER OWN VIDEOGAMES!

HORROR CLASSIC HEADS FOR PS2

First shots of The Thing!

PS2 has lost the *Resident Evil* licence, but they're planning to strike back with the game of John Carpenter's classic horror movie, *The Thing*.

And luckily it looks as scary as *Resi*, with hordes of rotting mutants chasing you through a control tower that's been attacked by an alien.

As part of a squad, you land in Antarctica and search for a missing crew. On arrival you head for the control tower, only to find a room of mutilated bodies. You must find out what is responsible and take it out.

But you don't know what The Thing is. It could shift into the body of one of your team mates and start attacking you when you least expect it. And if you don't earn your comrades' trust (you'll have a trust meter), they'll suspect you're The Thing and gun you down.

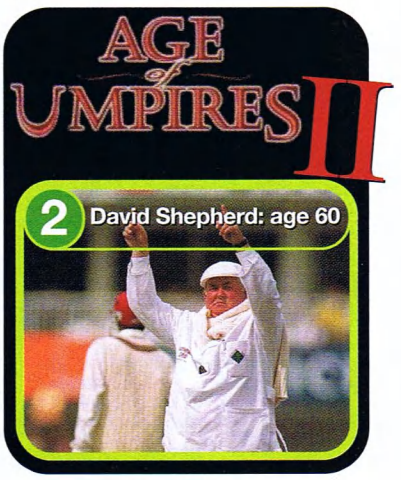
This makes *Code Veronica* look wussy, blending action and shooting with *Silent Hill*'s suspense and *Extermination*'s panic. *The Thing* is out in spring 2002.

▲ Watch out. The Thing could actually be in this room. It's a shape-shifting alien which could get under the skin of one of your team mates. Trust nobody.

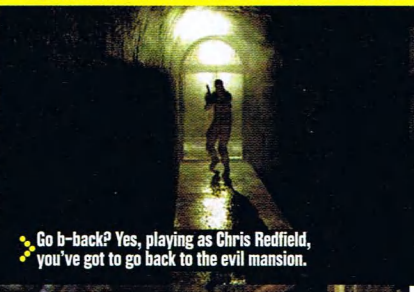
▶ Mutants and marines will shoot you down. Argh!

▲ This looks as bad as anything you'll see in *Resi*.

These mutants are really quick and they chase you in packs. This is going to be scary stuff.

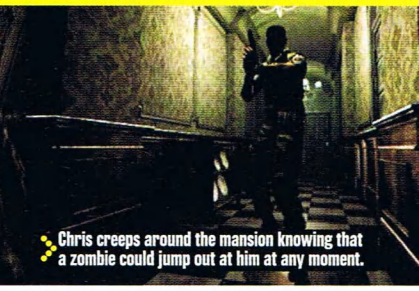


As in all *Resi Evil* games, the mansion's scenery has been pre-rendered. Looks smart though.

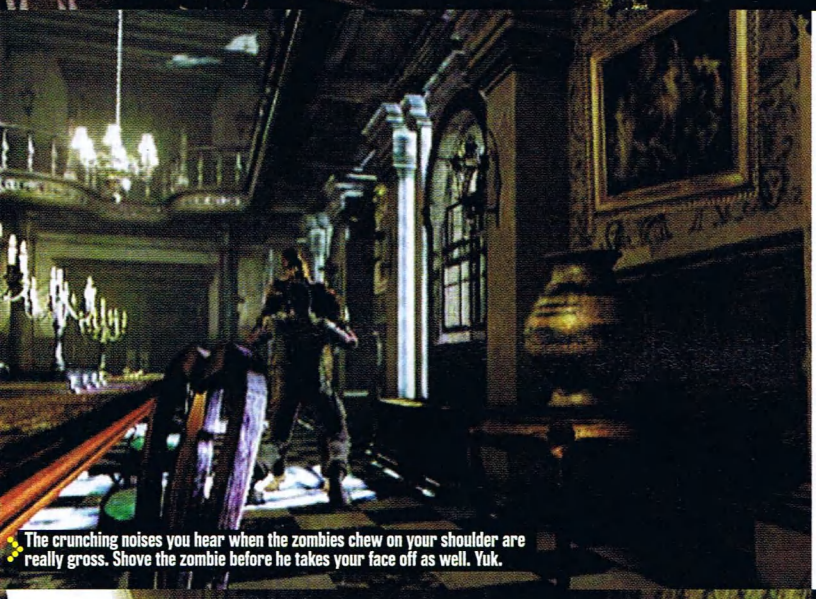


Go b-back? Yes, playing as Chris Redfield, you've got to go back to the evil mansion.

Sony must be feeling very sick. *Resident Evil* on GameCube looks absolutely amazing.



Chris creeps around the mansion knowing that a zombie could jump out at him at any moment.



The crunching noises you hear when the zombies chew on your shoulder are really gross. Shove the zombie before he takes your face off as well. Yuk.

RESIDENT EVIL

» Now exclusive to GameCube!

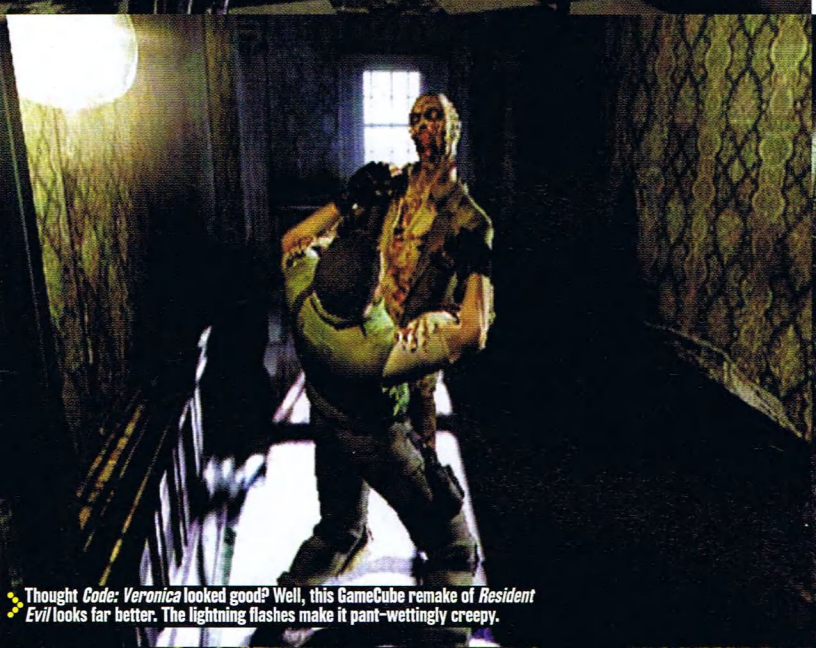
Horrific news for PS2: Nintendo have bagsied the *Resident Evil* series exclusively for GameCube.

Yep, Capcom are remaking *Resident Evil, Resident Evil 2, Resident Evil: Nemesis* and *Resident Evil Code: Veronica* for Ninty's ace new console. Wow.

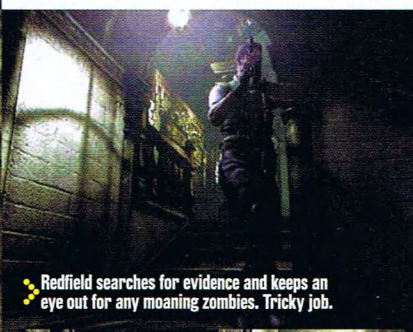
But that's just the beginning. Things gets even worse for Sony as it is announced that *Resident Evil 4* – originally heading for PS2 – will now only be available on GameCube.

These eye-popping, spine-shuddering shots are taken from the re-make of the first game and show Chris Redfield in zombie-slaying action. Out in Japan on 22 March 2002, this version looks even more gory than the original, and we can't wait to head back to Raccoon City and visit our old haunts.

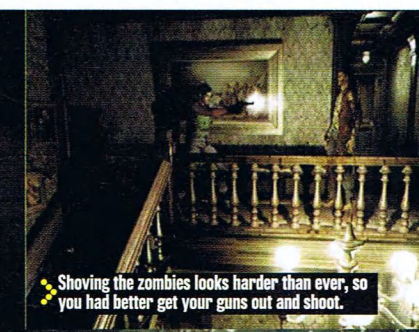
This is fantastic news for Ninty, as *Resident Evil* is a big hitter – one of those special games that people buy a console for. And with a gory, survival horror game like this in their library, it should also prove once and for all that GameCube is not just a kid's console. Nintendo mean business. The next move is with you, Xbox...



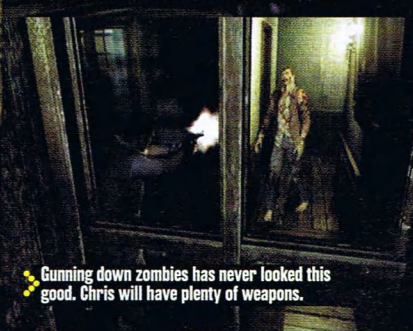
Thought *Code: Veronica* looked good? Well, this GameCube remake of *Resident Evil* looks far better. The lightning flashes make it pant-wettingly creepy.



Redfield searches for evidence and keeps an eye out for any moaning zombies. Tricky job.



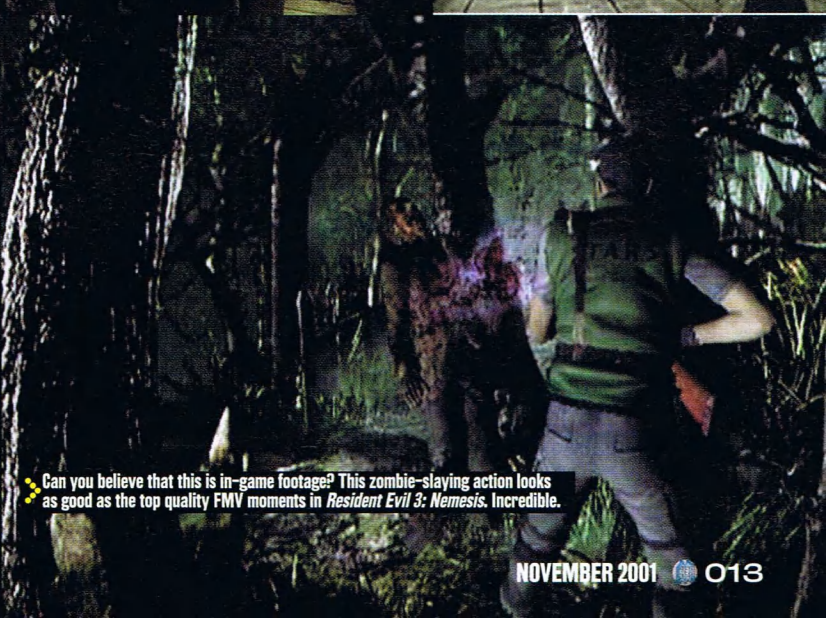
Shoving the zombies looks harder than ever, so you had better get your guns out and shoot.



Gunning down zombies has never looked this good. Chris will have plenty of weapons.

Recognise this place? This mansion looks flashier than Posh and Becks' new gaff.

My god. This will be far scarier than any previous *Resident Evil* game. You only have to check out this grinning zombie for proof of this. He looks almost real.



Can you believe that this is in-game footage? This zombie-slaying action looks as good as the top quality FMV moments in *Resident Evil 3: Nemesis*. Incredible.

WWF Superstar Terri on Goldust... and mops!

SHE-DEVIL SPEAKS OUT!

When the WWF's Terri popped into the office for a cup of tea, we trapped her in a figure-four leglock until she agreed to answer our questions...

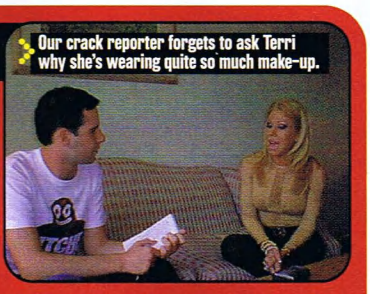
How did you start in wrestling?
I started in this business by being a make-up artist for CNN – I worked on *The Larry King Show*. On Saturdays they taped a wrestling show at Turner studios. They asked me to be a character called Alexandra York, but she was stodgy and quite boring, to tell the truth.

You entered the WWF as Marlena, accompanying Goldust...
It was so much fun to be those outlandish characters. Hearing the roar of 'boos' when we walked through the curtains was just phenomenal. Because we don't have gimmicks any more – the closest now is Hurricane Helms with his cape – it was such fun, and Dustin (Rhodes) was so good at being Goldust.

You spent some time managing the Mean Street Posse too. What was it like being lumbered with the worst tag team ever?
They were these young sweet guys that were trying their best and fumbling their way through. They were Shane's buddies and they had a burning desire to do it. But somehow something didn't gel.

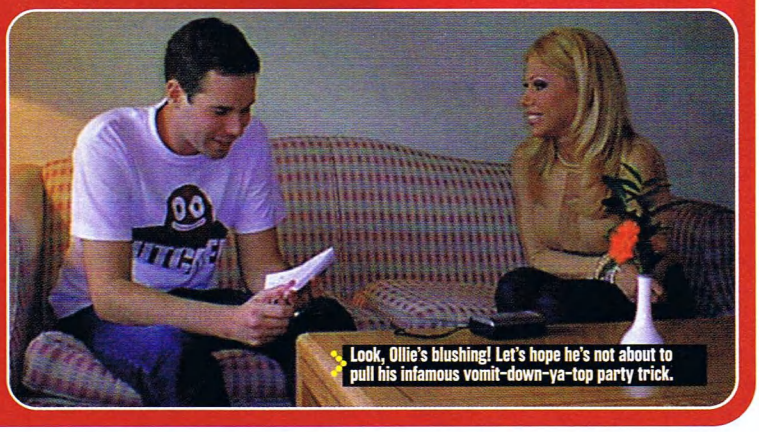
More recently you hooked up with Perry Saturn but it went wrong when he dumped you for a mop.
That damn mop... I think that storyline is doing great things for Perry because what it has allowed him to do is, it's so off-the-wall and crazy and silly that he's just let his inhibitions go. I've seen him blossom so much since he's started, it's great. But I hate that mop!

For a huge preview of SmackDown! Just Bring It head over to page 18.


Our crack reporter forgets to ask Terri why she's wearing quite so much make-up.

And to win a PS2 signed by Terri herself, turn to page 110 now! *Rebellion* will be shown live and exclusively on SKY BOY OFFICE from 7pm on Saturday, 3 November.

SKY box office 1


Look, Ollie's blushing! Let's hope he's not about to pull his infamous vomit-down-ya-top party trick.

COLIN MCRAE RALLY AND TOCA ARE BOTH HEADING FOR GBA!

24 WRESTLERS IN YOUR POCKET!

WrestleMania heads for GBA!

The first WWF game for Game Boy Advance is due out next month – and we've had a hands-on play of it.

After the ill-fated beat-'em-up that is *WWF Betrayal* on GBC (see review, page 95), this takes the more traditional route of providing plenty of in-ring action.

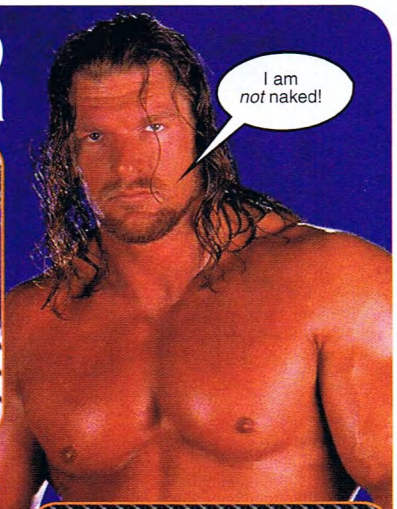
It takes advantage of GBA's power to offer the most sophisticated WWF handheld game yet (previous titles like *WrestleMania 2000* being slightly sluggish and repetitive). There are enough modes here to rival many console wrestlers, with Season, Gauntlet, Exhibition, King of the Ring, Ironman, Royal Rumble, Pay-Per-View and Multi-player to choose from.

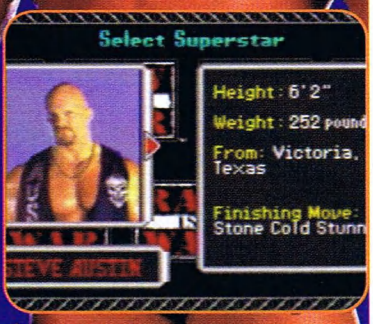
There's an interesting mix among the game's 24 characters. Along with the usual suspects like Austin, The Rock, HHH and 'Taker are X-Pac, Eddie Guerrero and Billy Gunn. Like 'Mr Ass' is going to help shift any extra copies of the game...

Visually it's very impressive, with the crowds being particularly great looking. Unfortunately, at the moment you really do have to struggle with the controls to execute even basic wrestling manoeuvres, so let's just hope that the gameplay does manage to live up to the graphics by the time it's on the shelves. More on this next issue.

With 24 characters to choose from and a load of different modes on offer, there's tons to keep you busy.

After the excellent *Fire Pro Wrestling*, this has a lot to live up to. It's currently a bit unresponsive.





Along with the big names such as 'Stone Cold', The Rock and Triple H are the likes of X-Pac and Billy Gunn!

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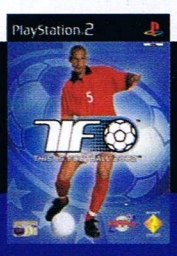
HOW TO BECOME ENGLAND'S MOST EXPENSIVE DEFENDER*

*YEARS OF HARD GRAFT, STRICT DIETS AND TEN MILE RUNS NOT INCLUDED.

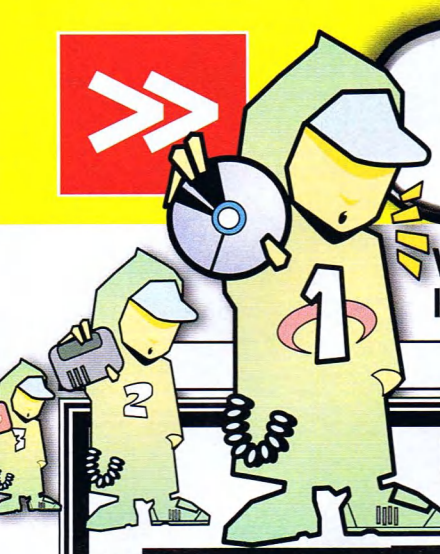


Simply step into Rio's boots and away you go. This Is Football 2002 lets you be any one of 5000 world class players. Featuring lifelike facial graphics, plus names and numbers on shirts, it leads the way for football games on PlayStation 2. This is the closest you'll get to the real thing - not to mention a lot less hassle than training.

www.tif2002.com

PlayStation 2
THE THIRD PLACE

CHARTS



Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

UK TOP 20 GAMES CHART

ChartTrack

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Gran Turismo 3 A-Spec	Super-realistic racer – the best PS2 game yet	PS2	Sony	1	1	1	7
2	Max Payne	Fantastic *Matrix*-style shooter. PC game of the year?	PC	Take2	2	3	2	6
3	Tony Hawk's Pro Skater 2	Hawk kickflips back on to consoles – with great results	GBA, PS, DC	Activision	3	2	3	40
4	Driver	Drive around America as an undercover cop	PS, PC	Infogrames	4	6	7	94
5	Tomb Raider 2	More action-packed adventuring from Ms Croft	PS, PC	Eidos	6	4	4	120
6	Theme Park World	Manage a fairground. Are there enough burger stands?	PS, PS2, PC	EA	81	3	11	67
7	Brian Lara Cricket	Forget EA's efforts, this is the best cricket sim around	PS, PC	Codemasters	11	16	10	56
8	Pokémon Gold	More sparkly Japanese monsters to catch and train	GBC	Nintendo	5	5	5	22
9	Super Mario Advance	Remake of the classic NES game, *Super Mario Bros 2*	GBA	Nintendo	7	7	8	11
10	The Simpsons Wrestling	Homer and co jump in the ring for a huge grapple	PS	EA	10	10	12	24
11	XG3: Extreme G Racing	Futuristic racer – the first true rival to *Wipeout*	PS2	Acclaim	New Entry		-	1
12	Pokémon Silver	A host of 'Mon to trade with your *Gold*-owning mates	GBC	Nintendo	9	8	9	22
13	Tomb Raider	Lara's first adventure still rocks, especially for £10	PS, PC	Eidos	14	9	6	127
14	Rayman	Limbless French rabbit-thing stars in this poor platformer	PS, GBC	Ubi Soft	12	12	15	205
15	Operation Flashpoint	Get your gatling gun out for this war-based shoot-'em-up	PC	Codemasters	21	19	16	11
16	Tony Hawk's Pro Skater	Top skateboarder turned Hawk into a household name.	PS, GBC, DC	Activision	28	Re-entry		45
17	The Sims: House Party	Let's all have a party. This *Sims* add-on rocks	PC	EA	24	23	20	22
18	Shogun: Total War	Epic battler that sees you fighting on the side of the Japanese	PC	EA	18	-	-	2
19	Digimon World	PSone's answer to Pokémon just doesn't cut the mustard	PS	Infogrames	15	11	13	9
20	Red Faction	Technologically innovative shooter based on Mars	PS2	THQ	17	17	18	11

US CHARTS

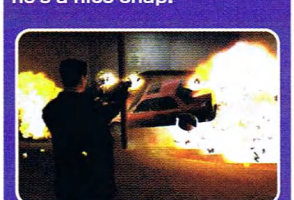
NBA Street's doing really well over the pond, but then basketball is one of their national sports. Don't suppose *Brian Lara's Cricket* would ever appear on a US top 10 list.

US CHARTS

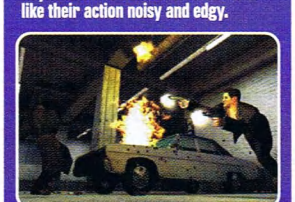
No.	Game	Format
1	Gran Turismo 3 A-Spec	PS2
2	NBA Street	PS2
3	Super Mario Advance	GBA
4	Sonic Adventure 2	DC
5	Twisted Metal: Black	PS2
6	Final Fantasy Chronicles	PS
7	Tony Hawk's Pro Skater 2	GBA
8	Pokémon Gold	GBC
9	Zelda: Oracle of Seasons	GBC
10	Pokémon Silver	GBC

TO THE MAX!

This must be one of the coolest games around at the mo'. This stunning PC shooter is based in New Yoik and Max doesn't care who he annoys, as long as he avenges his family's death. Apart from that, he's a nice chap.



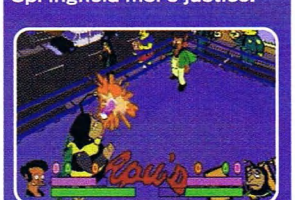
▲ The violence and explosions in *Max Payne* are irresistible for those who like their action noisy and edgy.



▲ The famous Bullet Time in action. You can see where all *The Matrix* comparisons came from.

HAVE A COW!

The Simpsons Wrestling is still kicking round in a high position, despite the fact that it's duff. This should have been great, but it's no *Smackdown!* Let's hope that new *Simpsons* game *Road Rage* does Springfield more justice.

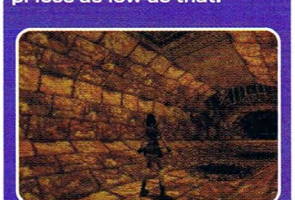


▲ Take one really popular game genre, mix it with the funniest programme on TV, and you should have a fine game...

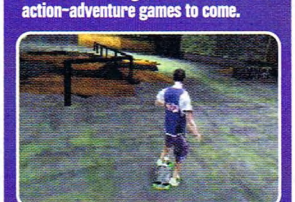
▲ ... But if it gets in the wrong hands in development, you'll get a tie-in that's disappointing but sells well.

RETRO PLAY!

There have been loads of old games knocking round the top 10 lately, as some quality games are getting the budget treatment. £10 for *Tony Hawk's Pro Skater* and *Tomb Raider*? You can't go wrong with prices as low as that.



▲ Nothing beats classic gameplay, and Lara's first outing set the standard for action-adventure games to come.



▲ Don't want to splash out on *Tony Hawk's Pro Skater 2*? You can get the Hawkster's first boarder for £10.

JAPAN CHARTS

Japan looks like a gaming heaven at the moment. Games we can only dream about playing at the moment are well-established in their top 10. Just look at *Final Fantasy*!

JAP CHARTS

No.	Game	Format
1	Devil May Cry	PS2
2	Warioland Advance	GBA
3	Everybody's Golf 3	PS2
4	Let's Dash Out Pirates	PS
5	Mario Kart Advance	GBA
6	Golden Sun	GBA
7	Final Fantasy 10	PS2
8	Baru Shooting Bayblade	GBC
9	Gran Turismo 3 A-Spec	PS2
10	Duel Monsters 5: Expert 1	GBA

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

OCTOBER

5th	CART FURY	Midway	NONE	PS2
5th	NHL 2002	EA	NONE	PC
5th	NHL 2002	EA	NONE	PS2
5th	ROCK MANAGER	PAN	NONE	PC
5th	SUB COMMAND	EA	NONE	PC
5th	THE ITALIAN JOB	SCi	NONE	PS
12th	THE LOST EMPIRE: TRIAL BY FIRE	Disney	NONE	Mac
12th	THE LOST EMPIRE: TRIAL BY FIRE	Disney	NONE	PC
12th	THE LOST EMPIRE ACTIVITY CENTRE	Disney	NONE	Mac
12th	THE LOST EMPIRE ACTIVITY CENTRE	Disney	NONE	PC
12th	MEN IN BLACK: CRASHDOWN	Infogrames	NONE	PS
19th	MOTO RACER 3	EA	NONE	PC
19th	MXRIDER	Infogrames	NONE	PS2
19th	TOON CAR	Akaei	NONE	PC
19th	TWEENIES - DOODLES' BONES	BBC Multimedia	NONE	GBC
19th	TWEENIES - PLAY TO THE MUSIC	BBC Multimedia	NONE	PC
26th	90 MINUTES	Sega	NONE	DC
26th	ADVANCE WARS	Nintendo	NONE	GBA
26th	COMMAND & CONQUER RENEGADE	EA	NONE	PC
26th	CRICKET 2002	EA	NONE	PS
26th	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PC
26th	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PS2
26th	X-COM ALLIANCE ENFORCER	Infogrames	NONE	PC
TBC	ARTHUR'S KNIGHTS	Cryo	NONE	PS2
TBC	ATLANTIS: THE LOST EMPIRE	THQ	NONE	GBA
TBC	ATLANTIS: THE LOST EMPIRE	THQ	NONE	GBC
TBC	BASS STRIKE	THQ	NONE	PS2
TBC	BATMAN: VENGEANCE	Ubi Soft	NONE	PS2
TBC	BATTLE REALMS	Ubi Soft	NONE	PC
TBC	BEACH VOLLEYBALL	Brightstar	NONE	PC
TBC	BLACK & WHITE	Midas	NONE	PS
TBC	STATE OF EMERGENCY	Take 2	NONE	PS2
TBC	WORLD RALLY CHAMPIONSHIP	Sony	NONE	PS2
TBC	ZOO TYCOON	Microsoft	NONE	PC
TBC	DENKI BLOCKS	Rage	NONE	GBA
TBC	DENKI BLOCKS	Rage	NONE	GBC
TBC	DUNE	Cryo	NONE	PS2
TBC	FLANKER ATTACK LOCK-ON	Ubi Soft	NONE	PC
TBC	GRAND THEFT AUTO 3	Take 2	NONE	PS2
TBC	HEADHUNTER	Sega	NONE	DC
TBC	HOT WHEELS JETZ	THQ	NONE	PC
TBC	HOT WHEELS WILLIAMS F1 TEAM	THQ	NONE	PC
TBC	HOT WHEELS MECHANIX	THQ	NONE	PC
TBC	LADY SIA	TDK	NONE	GBA
TBC	LMA MANAGER 2002	Codemasters	NONE	PS
TBC	MATCHBOX: EMERGENCY PATROL	THQ	NONE	PC
TBC	MAX PAYNE	Take 2	NONE	PS2
TBC	MOTO GP	THQ	NONE	GBA
TBC	MX 2002	THQ	NONE	GBA
TBC	NO FEAR DOWNHILL BIKING	THQ	NONE	GBC
TBC	PAINTBALL HEROES 2	Brightstar	NONE	PC
TBC	ROCKET POWER: TEAM RESCUE	THQ	NONE	PS
TBC	SILENT HILL 2	Konami	NONE	PS2
TBC	SMUGGLER'S RUN 2	Take 2	NONE	PS2
TBC	SUPERCROSS	Infogrames	NONE	PS2
TBC	THE WEAKEST LINK	Activision	NONE	PC
TBC	THE WEAKEST LINK	Activision	NONE	PS
TBC	THE WEAKEST LINK	Activision	NONE	PS2
TBC	TOTAL SOCCER	Ubi Soft	NONE	GBA
TBC	DNA - DARK NATIVE APOSTLE	Virgin	NONE	PS2
TBC	GRAFFITI TOURNAMENT	JoWood	NONE	GBA
TBC	INDUSTRY GIANT 2	JoWood	NONE	PC
TBC	NATURAL RESISTANCE	JoWood	NONE	PC
TBC	SKY SPORTS FOOTBALL MANAGER	NI Sports	NONE	PC
TBC	THE NATIONS	JoWood	NONE	GBC
TBC	TITANIUM ANGELS	SCi	NONE	PC
TBC	TITANIUM ANGELS	SCi	NONE	PS2
TBC	TONKA MONSTER TRUCK	Infogrames	NONE	PS2
TBC	AI PUZZLER	Microsoft	NONE	PC
TBC	BOMBERMAN TOURNAMENT	Sega	NONE	DC
TBC	BALDUR'S GATE: DARK ALLIANCE	Interplay	NONE	PS2
TBC	CLUSTERBALL	Koch	NONE	PC
TBC	CODENAME: OUTBREAK	Virgin	NONE	PC
TBC	CAPCOM VS SNK 2	Capcom	NONE	PS2
TBC	ESPN GOLF MASTER	Konami	NONE	GBA
TBC	ESPN X GAMES SKATEBOARDING	Konami	NONE	PS2
TBC	FLIPPER & LOPAKA	Ubi Soft	NONE	PC
TBC	FOOTBALL MANAGER	Virgin	NONE	PC
TBC	GIANTS	Interplay	NONE	PS2
TBC	LEGO RACERS 2	lego	NONE	PC
TBC	JUNIOR SPORTS FOOTBALL	Infogrames	NONE	PS
TBC	LEGO RACERS 2	Lego	NONE	PS2
TBC	LEGO ISLAND 2	Lego	NONE	GBA
TBC	LEGO RACERS 2	Lego	NONE	GBA
TBC	LMA MANAGER 2002	Codemasters	NONE	PS
TBC	MAT HOFFMAN'S PRO BMX	Activision	NONE	DC
TBC	MAT HOFFMAN'S PRO BMX	Activision	NONE	PC
TBC	MEGA RACE 3	Cryo	NONE	PS2
TBC	MONOPOLY TYCOON	Infogrames	NONE	PC
TBC	MYSTERY OF THE DRUIDS	CDV	NONE	PC
TBC	PLANET MONSTERS	Titus	NONE	GBA
TBC	PLUCKY'S BIG ADVENTURE	Virgin	NONE	PS
TBC	PROJECT EDEN	Eidos	NONE	PC
TBC	PROJECT EDEN	Eidos	NONE	PS2
TBC	PUTT-PUTT JOINS THE CIRCUS	Infogrames	NONE	PC
TBC	ONE PIECE MANSION	Capcom	NONE	PS
TBC	SILENT SCOPE 2: DARK SILHOUETTE	Konami	NONE	PS2
TBC	SOUL REAVER 2	Eidos	NONE	PS2
TBC	SPY FOX: OPERATION OZONE	Infogrames	NONE	PC
TBC	SUPER BUST-A-MOVE	EON Digital	NONE	PC
TBC	SETTLERS 4: MISSION PACK	Ubi Soft	NONE	PC
TBC	THIS IS FOOTBALL 2002	Sony	NONE	PS2
TBC	THUNDERHAWK: OPERATION PHOENIX	Eidos	NONE	PS2
TBC	TOMBSTONE 1882	Brightstar	NONE	PC
TBC	STEVEN GERRARD'S TOTAL SOCCER	Ubi Soft	NONE	GBA
TBC	VALHALLA CHRONICLES	Koch	NONE	PC
TBC	VICTORIOUS BOXERS	Empire	NONE	PS2
TBC	NBA 2K2	Sega	NONE	DC
TBC	WINGOVER 3	Virgin	NONE	PS2
TBC	WORLD CHAMP SNOOKER 2001	Codemasters	NONE	PS2

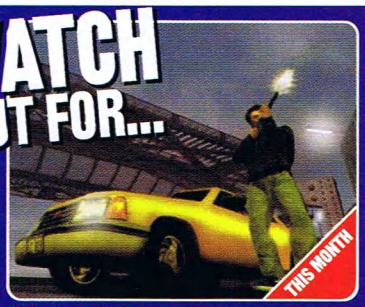
NOVEMBER

1st	ROBOCOP	Titus	NONE	GBA
2nd	FIFA 2002	EA	NONE	PC
2nd	FIFA 2002	EA	NONE	PS
2nd	LUCKY LUKE 2001	Infogrames	NONE	PS
9th	ALIEN VERSUS PREDATOR 2	Vivendi	NONE	PC
9th	FIFA 2002	EA	NONE	PS2
9th	HITCHCOCK: THE FINAL CUT	Wanadoo	NONE	PC
9th	PROPELLER ARENA	Sega	NONE	DC
9th	SPLASHDOWN	Infogrames	NONE	PS2
10th	BOB THE BUILDER	BBC Multimedia	NONE	GBC
16th	DIE HARD	Vivendi	NONE	PC
16th	KAO THE KANGAROO	Titus	NONE	GBA
16th	NBA LIVE 2002	EA	NONE	PS
16th	NBA LIVE 2002	EA	NONE	PS2
16th	PREHISTORIC MAN	Titus	NONE	GBA
16th	REZ	Sega	NONE	DC
16th	SOUL REAVER 2	Eidos	NONE	PC
16th	THE SIMPSONS ROAD RAGE	EA	NONE	PS2
16th	THE SIMS: HOT EXPANSION PACK	EA	NONE	PC
16th	WARIO LAND 4	Nintendo	NONE	GBA
TBC	TOP GUN COMBAT ZONE	Virgin	NONE	PS2
23rd	BOND 007: AGENT UNDER FIRE	EA	NONE	PS2
23rd	SSX TRICKY	EA	NONE	PS2
23rd	VIRTUA TENNIS 2	Sega	NONE	DC
30th	MEDAL OF HONOR: ALLIED ASSAULT	EA	NONE	PC
TBC	ARTIC THUNDER	Midway	NONE	PS2
TBC	BATMAN: VENGEANCE	Ubi Soft	NONE	GBA
TBC	BONX	Ubi Soft	NONE	GBA
TBC	BREATH OF FIRE 2	Ubi Soft	NONE	GBA
TBC	BURNOUT	Acclaim	NONE	PS2
TBC	CONFLICT ZONE	Ubi Soft	NONE	PS2
TBC	STAR WARS STARFIGHTER: SPECIAL	LucasArts	NONE	PS2
TBC	CRASH: WRATH OF CORTEX	Vivendi	NONE	PS2
TBC	CRAZY CHASE	Kemco	NONE	GBA
TBC	DARK SUMMIT	THQ	NONE	PS2
TBC	DAVID BECKHAM SOCCER	Rage	NONE	GBA
TBC	DAVID BECKHAM SOCCER	Rage	NONE	GBC
TBC	DAVID BECKHAM SOCCER	Rage	NONE	PS
TBC	DEVIL MAY CRY	Capcom	NONE	PS2
TBC	DONKEY KONG COCONUT CRACKERS	Nintendo	NONE	GBA
TBC	DRIVEN	Bam!	NONE	GBA
TBC	DRIVEN	Bam!	NONE	PS2
TBC	ESCAPE FROM ALCATRAZ	CDV	NONE	PC
TBC	ESPN X GAMES SKATEBOARDING	Konami	NONE	GBA
TBC	ET: INTERPLANETARY ADVENTURE	Ubi Soft	NONE	PS
TBC	EXTREME GHOSTBUSTERS	Koch	NONE	GBA
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	GBC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS2
TBC	GODAI: ELEMENTAL FORCE	3DO	NONE	PS2
TBC	GREMLINS	Koch	NONE	GBA
TBC	GTC AFRICA	Rage	NONE	PS2
TBC	IL2 - STURMOVIC	Ubi Soft	NONE	PC
TBC	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PS2
TBC	JURASSIC PARK III: PARK BUILDER	Konami	NONE	GBA
TBC	JURASSIC PARK: SURVIVAL	Vivendi	NONE	PS2
TBC	WWF SMACKDOWN!: JUST BRING IT	THQ	NONE	PS2

DECEMBER

TBC	RAYMAN M	Ubi Soft	NONE	PC
TBC	WWTBAM? 2ND EDITION	Eidos	NONE	PS2
TBC	WAVE RIDERS	Eidos	NONE	PS2
TBC	CASPER SPIRIT DIMENSIONS	TDK	NONE	PS2
TBC	RAINBOW SIX: ROGUE SPEAR	Ubi Soft	NONE	GBA
TBC	INTERNATIONAL SUPERSTAR SOCCER	Konami	NONE	GBA
TBC	STAR TREK VOYAGER: ELITE FORCE	Activision	NONE	PS2
TBC	DRAKAN	Sony	NONE	PS2
TBC	POPSTAR MAKER	Eidos	NONE	PS
TBC	UEFA CHAMPIONS LEAGUE 01/02	Take 2	NONE	PC
TBC	UEFA CHAMPIONS LEAGUE 01/02	Take 2	NONE	PS2
TBC	EVE OF EXTINCTION	Eidos	NONE	PS2
TBC	LEGACY OF KAIN: BLOOD OMEN 2	Eidos	NONE	PS2
TBC	THE MUMMY RETURNS	Vivendi	NONE	PS2
TBC	TRIBES 2	Vivendi	NONE	PS2
TBC	WARCRAFT 3: REIGN OF CHAOS	Vivendi	NONE	PC
TBC	WIPEOUT FUSION	Sony	NONE	PS2
TBC	BROKEN SWORD: TEMPLES	Revolution	NONE	GBA

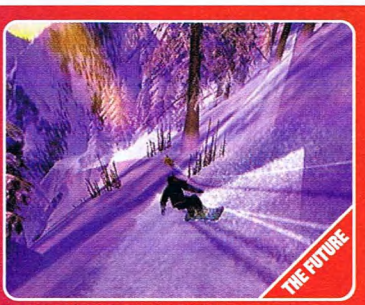
WATCH OUT FOR...



GRAND THEFT AUTO 3
Enjoy another romp through the dastardly world of organised crime.

SMACKDOWN! JUST BRING IT
Layin' the smack down, the PS2's first WWF game is just around the corner.

DOOM
Grab a chainsaw and grenade launcher and prepare for the coming of *Doom*...



1080° SNOWBOARDING 2
GC's looking cooler by the minute, thanks to the return of this gem.

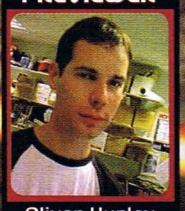
p.22

DOOM GBA
Take a look at the most horrifying first-person shooter's GBA conversion, packed with some of the ugliest, most terrifying beasts ever seen.

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...T

OUT: NOVEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: YUKE'S | PUBLISHER: THQ | SPECIAL FEATURES: DUAL SHOCK 2, MULTITAP | OTHER FORMATS: NONE | CALL: 01483 767 656 | PLAYERS: 1-4

PREVIEWER



Oliver Hurley

Factpack
The stuff you need to know...

Characters	35+
Match variations	78
Speciality match types	14
Modes	4

WWF SmackDown! Just Bring It

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!... LATEST

It's **as much fun** as **Stone Cold's new catchphrase is annoying.** What? What?

We've been itching to get our sweaty little paws on the latest updated version of *SmackDown!*, and it's finally arrived via the faithful Yuke's-GamesMaster pigeon carrier service.

The pigeon may have died of exhaustion when it got here, but we felt it was worth it in order to bring you the latest news and shots of this year's hottest PS2 game.

The good news is that all your favourite bits from the previous *SmackDown!* games are still here, along with a ton of brand new stuff. There are currently 36 characters in the game, although the final list of who is and isn't in it has yet to be confirmed. We can tell you that Chyna has been dropped (no surprises there), as has Scotty 2 Hotty, so you won't be able to pull off the Worm in *Just Bring It*. Grrrr. Currently included is the Right To Censor version of Steven Richards, so expect this to change too before the game's late-November release.

POP STARS

One interesting character we've managed to uncover is Fred Durst of Limp Bizkit fame, along with trademark red baseball cap. How he'll measure up against the likes of 'Stone Cold' Steve Austin and The Rock will be seen.

The game handles in much the same way as before, so it's as accessible as ever, while also offering literally hundreds of different moves in the process.

... All your favourite bits from the previous games are here, along with a ton of new stuff...

At the last count there were 78 different kinds of matches featured in the game, including the brand new Three Stages of Hell match – a best of three falls match, with each fall being a different type of speciality match. Not for the faint of heart... Review next issue.

Softography
These guys have also made...

WWF Smackdown	92%
WWF Smackdown 2	93%
WWF Royal Rumble	63%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%
Touken Restuden 3	81%

CRASH BANDICOOT: WRATH OF CORTEX

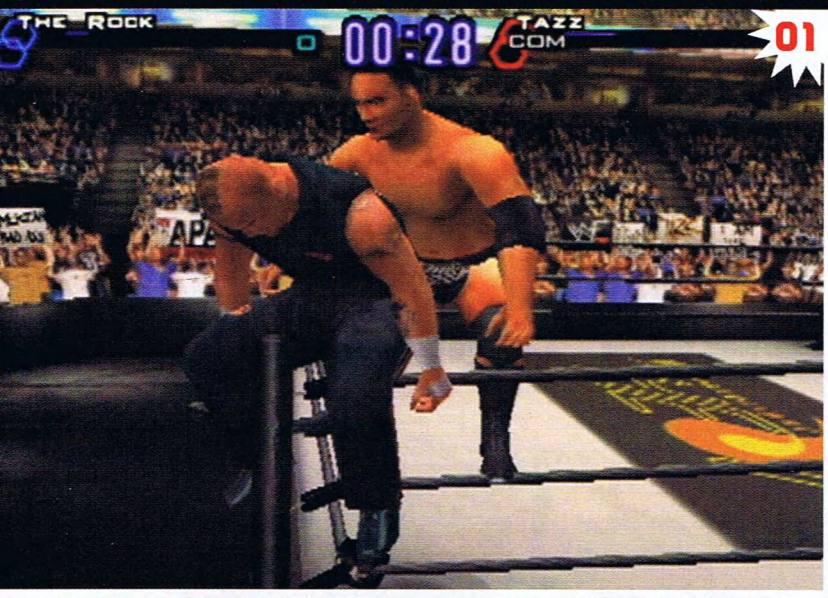
The Bandicoot's arrival on PS2 is being closely watched to see if it'll be a *Jak and Daxter*-beater. Find out our verdict here.

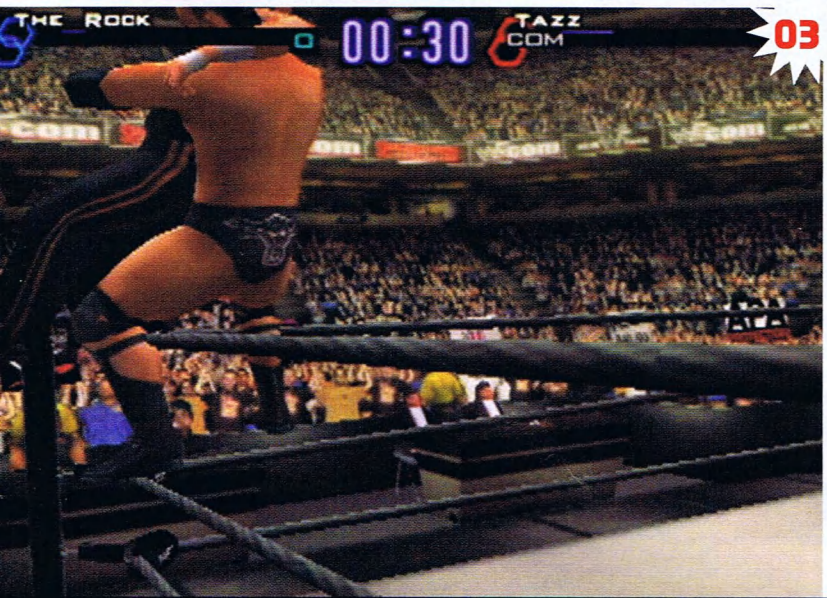
BUFFY THE VAMPIRE SLAYER

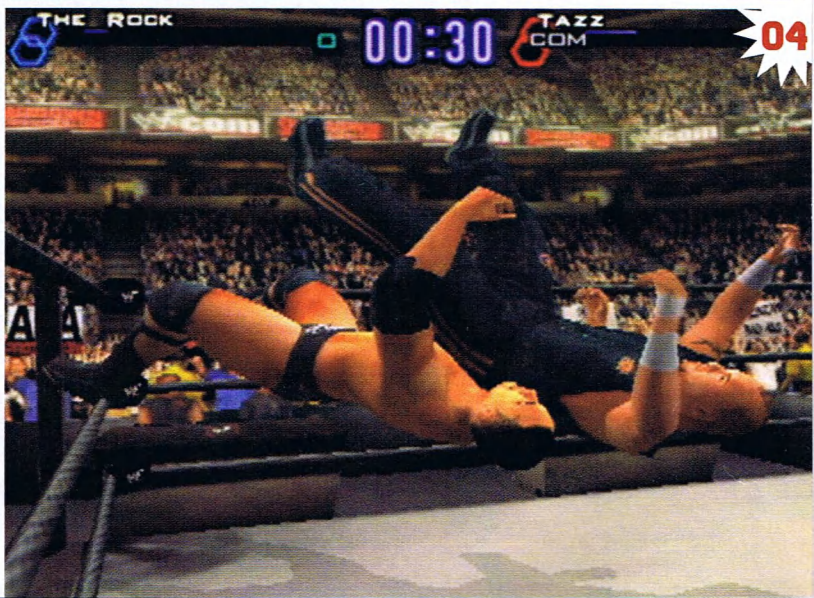
The Chosen One is selected to try her bloodsucker-busting skills out on Xbox. Great shots of the girl in action here.

PLUS!

FIFA 2002 24
WIPEOUT FUSION 28
WORLD RALLY CHAMPIONSHIP 30
SHREK 36
DAVID BECKHAM SOCCER 38
PRO EVOLUTION SOCCER 40



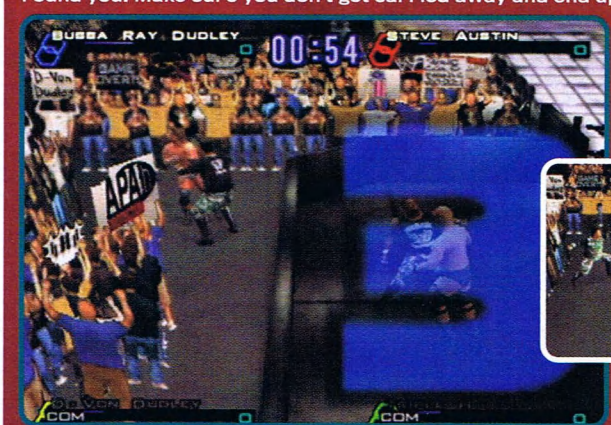




01 It's the People's Champion against the angry dwarf Tazz. We know who our money's on – and it's not the chap on the left. 02 The Rock lines up Tazz for a deadly top-floor belly-to-back suplex. Tazz is about to learn the meaning of pain any moment now. 03 The point of no return. It's possible to do reverse and counter moves in the game if you're quick enough though. 04 You can either follow this up with a pin attempt, or finish him off with a People's Elbow.

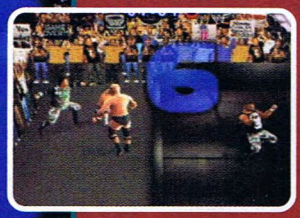
Get Among the Crowd!

These are the first shots of fighting among the crowd. You and your opponent just vault over the barrier and the ringside audience will scatter, forming a circle round you. Make sure you don't get carried away and end up counted out though.



◀ Try as you might, you can't actually attack members of the crowd. This isn't ECW you know.

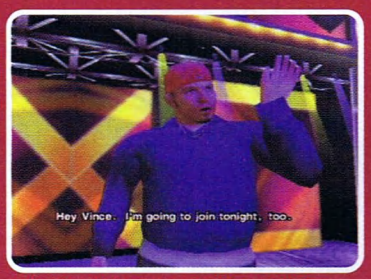
▼ You've only got a 10-count to make it back in the ring, otherwise it'll be a screwjob finish.



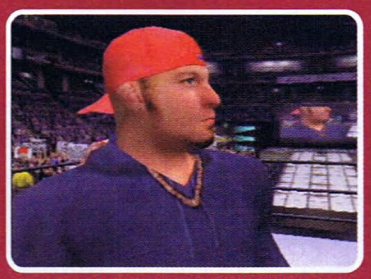
▶ THQ are promising that the audience members will be fleshed out before the game is released...

Fred or Dead? It's the Rich Tea Bizkit... In the House!

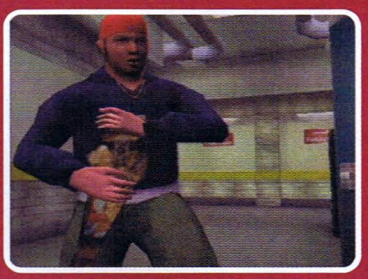
Each time you complete the Story mode a new Brucie Bonus is unlocked for you. One of the more surprising secret characters to be included in the game is red-capped Limp Bizkit frontman Fred Durst. Question is, does he even know a wristlock from a wrist watch? Let's see him in action.



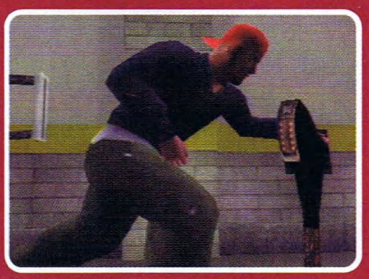
▲ It's Limp Bizkit frontman Fred Durst. If Slipknot were there they could have a nu-metal rumble.



▲ He's not looking too happy is he? What's he gonna do? Take his cap off and scare us with his bald spot?



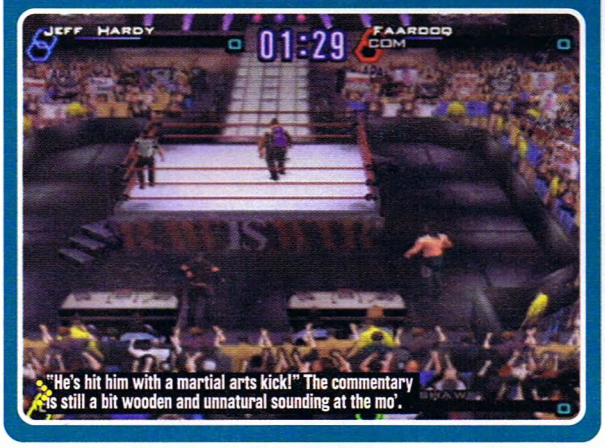
▲ Hang on a sec, the cynical teenage-wannabe has pinched the WWF title. What's he up to with that then?



▲ Blimey Jim, he's doing a runner! Let's hope Stone Cold catches him and beats him to a bloody pulp.

Running Commentary!

Commentary is courtesy of Michael Cole and Tazz – not the greatest announcing team in history, but it does at least help add to the frenzied atmosphere of the game.



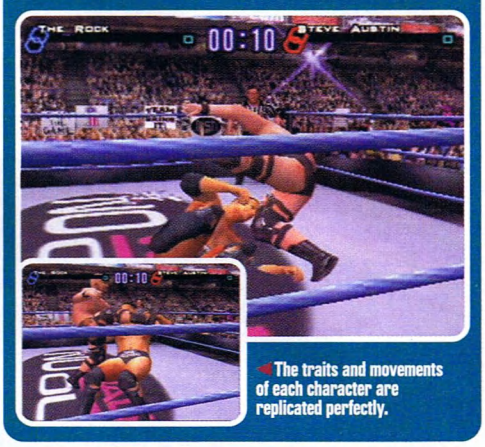
"He's hit him with a martial arts kick!" The commentary is still a bit wooden and unnatural sounding at the mo'.

What's Wrong With a Man Getting the Horn?

As we said in issue 111, the Create-A-Wrestler mode is more flexible than ever, being based on a brand new layer system. This means you can create characters that look like real people. Or do what we've done and come up with a total freak.

Make a Move!

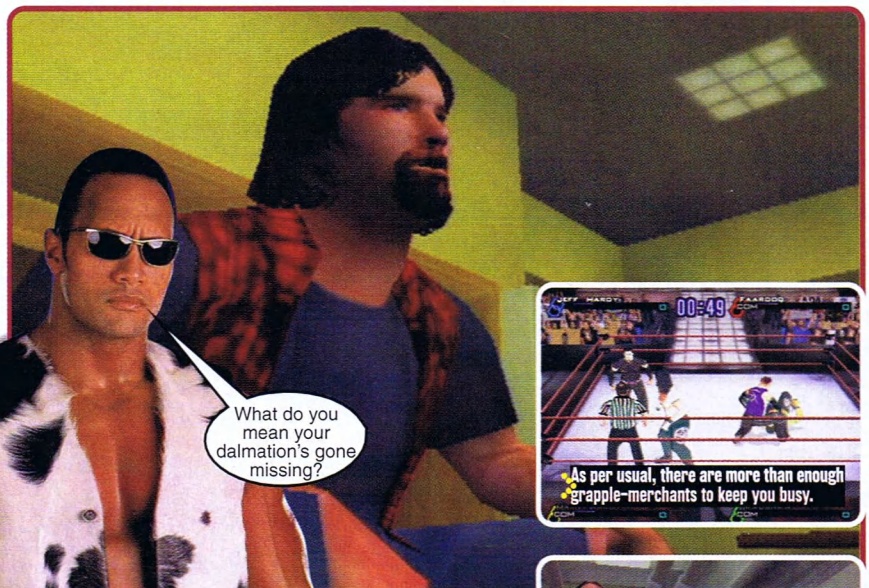
Unlike in previous versions, the characters have been motion captured to make their movements more natural and realistic.



The traits and movements of each character are replicated perfectly.

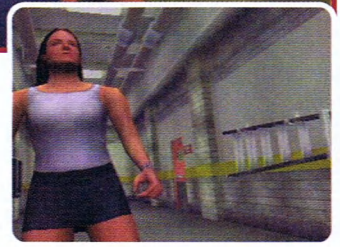
The Times They Are A-Changing...

Such is the fast-moving world of sports entertainment, the list of characters included is constantly changing. Some characters that were originally included have been dropped (Chyna and Scotty 2 Hotty) while others are being added (Tajiri). The version we've got at the moment has 36 characters, but this number doesn't include secret characters that you will be able to unlock, like Stephanie McMahon and Mick Foley.



▲ It's the hardcore legend himself Mick Foley – only available after completing Story mode.

As per usual, there are more than enough grapple-merchants to keep you busy.



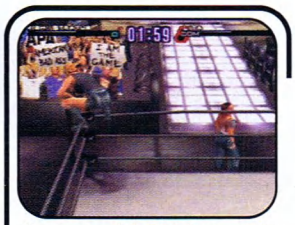
▶ This is the latest picture of Stephanie McMahon we've seen in the game.

▲ Guerrero (currently in rehab) and Malenko (now retired) had a classic feud in ECW.

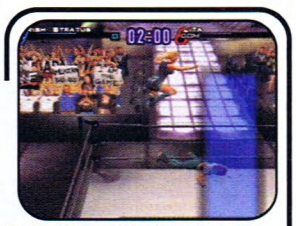
▲ The Hardcore matches offer a ridiculous amount of weapons to choose from. Suffice to say, some serious damage *will* be inflicted in this match...

Flying Trish!

Now here's something you don't see every day.



Yes, that really is Trish Stratus on the top rope. She'll do herself an injury!

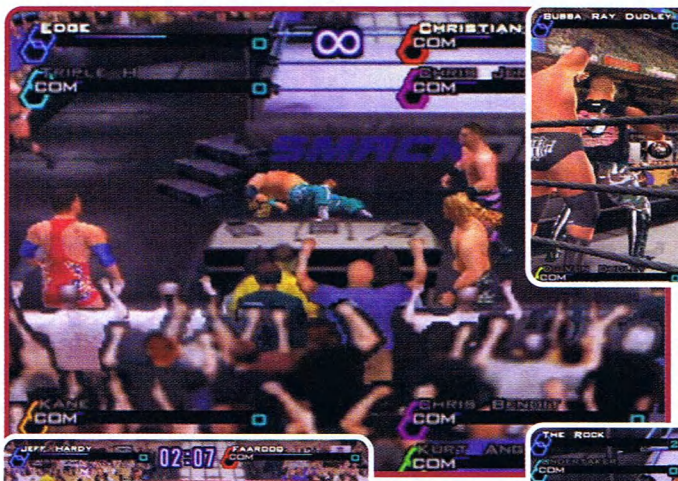


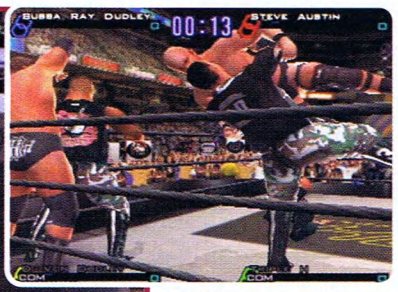
Oh dear. Seems she's mistimed it a bit – Lita's already halfway back in the ring.

Oooof! She's in trouble. Perhaps Lita can retaliate with a topé or plancha...

Groups of Grapplers!

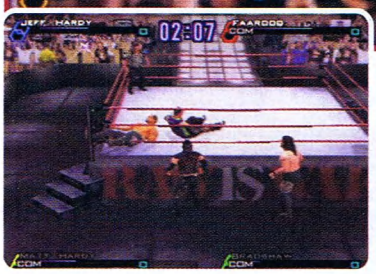
Although you can still only have up to four *playable* characters in the game, *Just Bring It* is capable of displaying as many as nine cheesy grapple-heads on screen at once.





▲ Most tag matches quickly degenerate into free-for-alls.

◀ By the time you've had a couple of run-ins, there's enough going on that it looks like a full-on running battle.

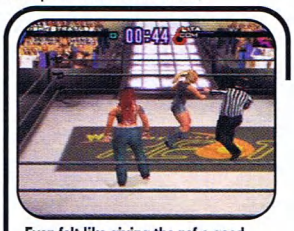


◀ Each match can have as many as six participants, two managers and a referee. Heck!

► We're not entirely sure what Kane is doing to The Rock here, to be honest...

Oi, Referee!

The game boasts new levels of interactivity – you can even attack the referee. It's not a good tactic though, as he'll count to 10 much slower when you try to pin your opponent. Push him too far and you'll be disqualified and lose.



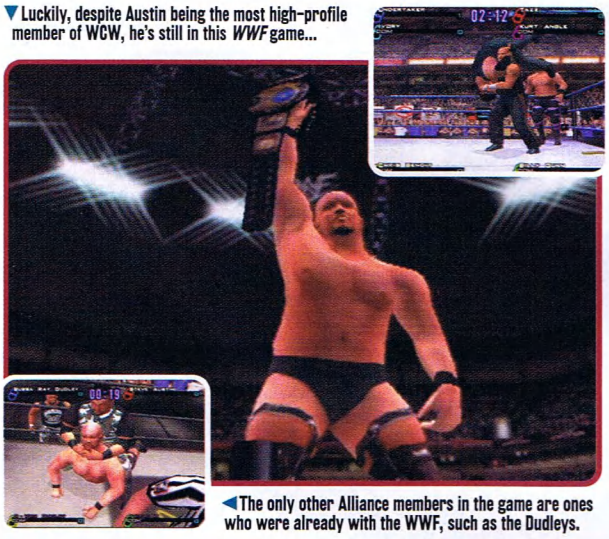
Ever felt like giving the ref a good slap too? Well now's your chance.

He's going to be out of action for a bit after that. Now's the time to cheat.

Missing Members!

With EA and Acclaim laying claim to the old WCW and ECW licences, don't expect to see many members of the Alliance. This hasn't stopped Steve Austin from featuring heavily.

▼ Luckily, despite Austin being the most high-profile member of WCW, he's still in this *WWF* game...



◀ The only other Alliance members in the game are ones who were already with the WWF, such as the Dudleys.

On the Specials Board!

A new speciality match is the Three Stages of Hell. This is the best of three falls, with each fall being a different type of bout, be it Ladder, Tables or Hell in a Cell. Strewth!

▲ You really don't want to be on the receiving end of the rather large Rikishi coming off the top of a ladder, do you?

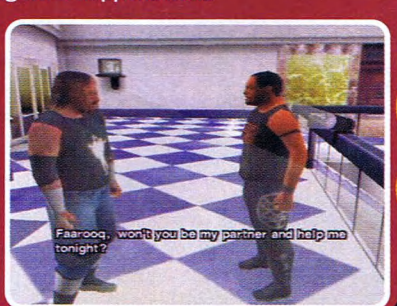
▲ Even with all the ladders and tables scattered around, sometimes a good old-fashioned strangle-hold says it best.

Bring Your Backstage Passes!

Just like the weekly episodes of *Raw is War* and *SmackDown!*, there's almost as much emphasis in the game on what goes on behind the scenes as there is on what actually occurs in the ring. So you'll still be able to control your character backstage between matches, with where you go and who you speak to determining what happens next.

▲ You're free to wander backstage between matches. You can even attack people if you don't like the look of them.

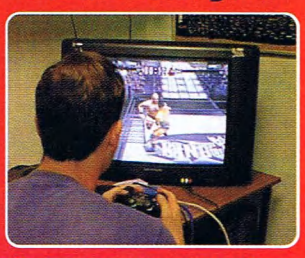
▲ Who you speak to and how you respond to their questions determines what match you'll be given next.



▲ Yes, sometimes you'll be so desperate for a tag partner that you'll have to resort to teaming with Faarooq.

First Impressions

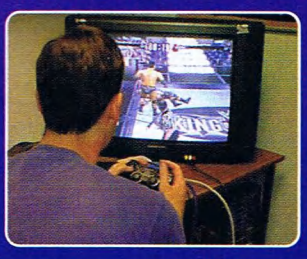
New features can't hide the same game



From a gameplay point of view, *Just Bring It* is similar to its PSone predecessors. Sure, there's a load of new characters, extra moves, new arenas and imaginative new types of matches. But once you're in the middle of a match, it all feels familiar. Of course, this is great in some ways. It's as accessible as ever, while boasting hundreds of different moves, which look smoother than ever.

It's just that once the novelty of the new features wears off, you can't help but think that you're getting a slightly different version of the same thing. "Being able to fight in the crowd?" you think. "Brilliant!" But once you've vaulted the barrier, there's no real difference to fighting at ringside in *SmackDown! 2*, except you've got a circle of very 2D-looking fans surrounding you.

With the WWF storylines moving so quickly these days, the game's a bit left behind. So the version of Steven Richards currently in the game is from his RTC days, the UK Insurrextion arena has been removed, and the few Alliance members that are included are those that were already with the WWF, like Austin, the Dudleys, Raven and every-one's favourite midget, Tazz.



GOOD COP BAD COP

Includes some very snazzy new features, such as being able to control your character between matches.

Hardly a radical departure from the last two games in the series. Perhaps Xbox's *Raw is War* is the real big wrestlefest.

WHERE IT'S AT

Most of the gameplay elements are in place, with just things like the final roster list left to sort out.

OUT: DECEMBER FORMAT: GBA PRICE: £35 DEVELOPER: DAVID A PALMER GAMES PUBLISHER: ACTIVISION SPECIAL FEATURES: LINK CABLE OTHER FORMATS: PC, PS, N64 CALL: 01753 756 100 PLAYERS: 1-4

PREVIEWER

Scott Anthony

This little piggy's no cute pork chop, as you'll discover within 20 seconds of playing *Doom*.

Factpack
The stuff you need to know...

Levels	32
Weapons	7
Skill settings	4
Types of monster	16

Doom

Top Gun!
There are seven weapons in all. Here are our faves...

You begin with this standard pistol, which is accurate if not very explosive.

Rotating cannons can clear a room faster than an Atomic Kitten record.

Some of the best weapons look like hoover attachments. Bizarre.

Softography
These guys have also made...

Gex: Enter the Gecko	N/A
MiB	41%
Commander Keen	31%
Sydney 2000	N/A

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

The classic **PC first-person shooter** guns onto **Ninty's minty new handheld.**

Technically ambitious games were scarce on GBC, but now GBA's been unleashed, previously unthinkable genres have hit the handheld scene.

Take 3D shooters. Soon you can expect to see Crawfish's *Ecks Vs Sever*, Majesco's *Dark Arena* and Telegames' *BackTrack* on GBA.

But most impressively, the PC daddy of all first-person shooters *Doom* is hitting Nintendo's pocket rocket. Amazingly, all of the original's features have been crammed into the Advance too.

POCKET POWER

That means all the maps and weapons from id's masterpiece are here, and that co-operative and deathmatch (with the aid of the link-up cable) modes have been included too.

More impressive still are the textured 3D locations – a first on GBA. Considering the detail of the levels – full of ledges, lifts, staircases and hidden doors – this intricacy is amazing.

All of this would be nothing, though, if the framerate didn't nip along at speed. Fear not friends, for it is here that *Doom* pulls out all the stops, delivering gameplay and technical trickery that is blisteringly quick. Add this to the best sound FX heard on GBA and it is clear that all Activision's shooting competition is, literally, Doomed.

...*Doom* pulls out all the stops, delivering gameplay and technical trickery that is blisteringly quick...

Turning Green!

The only noticeable change here is that the violence is played down. Aliens spurt green rather than red blood, and when shot they vanish, so corpses don't pile up.

Activision have reduced the gore content due to pressure from US censors, so you get green blood instead of red, which doesn't really affect the atmosphere and means all ages can play it. Yay!

Doom's widely regarded as being one of the scariest games ever made, though there are a few games that come close nowadays.

First-Person Shooters Among Equals!

There are loads of first-person shooters on their way to GBA at the moment, with no less then four 3D corridor blasters hitting the handheld before Christmas. Aside from *Doom*, what are the names of the other contenders in Nintendo's GBA deathmatch though? Well, let's find out exactly who the runners and riders are...

▲ Crawfish's film licence gives you the opportunity to play as cop Ecks or his terrorist adversary Sever.

▲ It's conspiracy theory a-go-go with Majesco's *Dark Arena*, which has a puzzling adventure element too.

▲ Less levels than *Doom*, but there's a familiar shoot-all-the-horrible-aliens feel about Telegames' *BackTrack*.

Play My Game!

Doom features two multi-player modes. Firstly, there's Co-operative mode, which lets you and a mate take the game on together. There's also a deathmatch mode which lets four of you battle each other on all 24 of the single-player levels, as well as another eight specially designed arenas.

▲ In Co-operative mode, you and a mate get to take the game on together.

▲ In a deathmatch, your mates turn into your adversaries. Kill them all!

ET RIP!

The pleasure of *Doom* is in the fun of exterminating extra terrestrials. And although there's a plot to explain all the carnage, the aliens are so ugly that you never have any qualms about knocking off a few million UFOs.

◀ These Demons may look like they're made of Plasticine, but they bite. Don't take them lightly.

▼ While these (rock hard) Cacodemons may look a bit like a rubber stress ball, they really are vicious little beggers.

Good Skills!

One of the most innovative aspects of Activision's amazing new GBA shooter is the fact that you can choose to play the game on one of four skill levels. It's a nice touch that, along with time limits and skill ratings for each level, ensures there's absolutely loads of replayability in one-player mode.

▲ When up against Lost Souls and Barons of Hell, set the game to Easy.

▲ These floating Cacodemons take loads of hits and shoot fire balls.

Oh No, We're All Doomed!

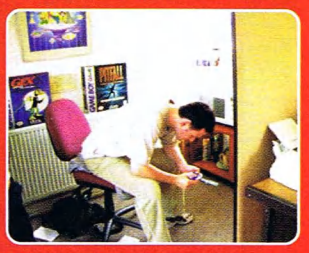
Developers David A Palmer have described *Doom*'s gameplay as being rather like cornflakes – meaning, we suppose, that this classic PC blaster has become one of the most popular games ever that everyone recognises, rather than that they like eating copies of id's masterpiece with milk for breakfast in the morning. Coders, eh? They're all nutters.

▲ Taking down aliens like these as part of a balanced diet can contribute to a healthy heart – according to Activision anyway.

We've always liked *Doom* because there is just so much going on. The action is always seriously frantic.

First Impressions

Even with GBA's smallness, it's a blast



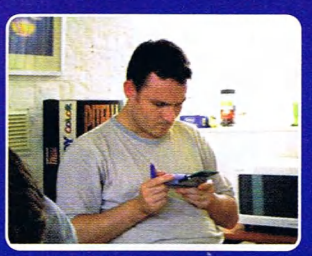
When GM asked codies David A Palmer Studios what they thought the most amazing feature of *Doom* GBA was, they replied "that it exists at all", continuing, "it just shouldn't be possible should it? GBA's not much bigger than a bumblebee."

We'd have to agree, it's hard not to be bowled over by the handheld version of PC's most famous game – it truly looks breathtaking.

Because while some brave developers have tried to do 3D games on GBA, not many have managed to get sufficiently to grips with the machine to pull it off successfully, with gameplay frequently suffering as a result. (Think the fun but limited shooter *Iridion*.)

Yet, aside from the obvious technical limitations imposed on GBA such as screen size and colour, this handheld version of *Doom* is perfect. Indeed, the only noticeable gameplay difference between this and the PC version is the lack of gore, which has been toned down in this version to please the US censors.

In fact, the quality of this game is so high that GamesMaster seriously wonders, will *Doom* do for GBA what *Tetris* did for the Game Boy?



GOOD COP BAD COP

Not many games look as good as this on a handheld console, and shooters don't come much better than *Doom*.

Sometimes you have to really squint your eyes to see the darker levels on GBA's small, dullish screen.

WHERE IT'S AT

Doom is now in the very last stages of production. It's likely to be hitting the shops in America as you read this.

OUT: NOVEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA SPORTS | PUBLISHER: EA SPORTS | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: GC, PS, PC | CALL: 01932 450 000 | PLAYERS: 1-8

PREVIEWER

Tom East

What a diving header. This is what Andy Gray used to do before he went bald and took up broadcasting.

Watch a replay of your wonderful goal as many times as you like.

You can choose from loads of different camera angles.

Where's the ref? That wall isn't back 10 yards. They should all get booked.

FIFA 2002

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...N

The **world's biggest footie game** returns to the big console to **show *David Beckham Soccer*** how it's done.

Cool Running!

At last EA Sports have realised that footballers actually make runs off the ball, so made the players do it in *FIFA*.

You can actually control the players' runs. Just don't feed them too much fibre, okay? Runs, geddit?

The winger is running down the line. Play a well-placed through ball now and he could be clear on goal.

You have to get your players to make runs using the D-pad, or else your through balls will be useless.

Great Goal!

"Beckham... What a goal!" John Motson screamed non stop in *FIFA 2001*, as overhead kicks hit the net frequently. You can still score some screamers in *FIFA 2002*, but finding the back of the net should be a lot harder this time. This means Motty will have to keep his gob shut for once. Nice one.

Perfect the all-new passing system and you'll create plenty of good goal scoring chances. Have a lash.

Spain's Raul slips the ball past Barthez. It's not spectacular, but then neither is this game. Oh dear.

Let's face it. Even Wales could win the World Cup in *FIFA 2001*.

It's so easy that even Wales Schoolboys with a severe injury crisis could probably lash a few corkers past Peter Schmeichel.

It was as if every player in *FIFA 2001* was wearing magic Beckham boots, as all you had to do was run down the line, cut inside, tap ◎ and the ball would bend into the top corner. Yeah, Giggsy's chest hair was lifelike and his kit looked classy, but the realism stopped as soon as the ref blew the whistle.

So what is *FIFA 2002* going to do about it? It needs

...If you want to shoot like Gerrard you're going to have to use some skill...

to do something special 'cos this is the seventh game in the series and it needs a good kick up the arse if it's going to beat *ISS*. So, to the delight of footie fans everywhere, it's been given a fat boost of realism.

PRESS A PEARLER

If you want to pass like Becks and shoot like Gerrard you're going to have to use some skill – you can't pull off a perfect 30 yard pass by tapping ⊗. Instead, you have to bash PS2's analogue buttons with power for the ball to reach your striker. If you want to be flashy you can control the curl of the ball with the shoulder buttons, but if you haven't sent your players to make some Owen-style runs, your curling pass may end up looking like a hopeless hoof.

As usual, *FIFA* looks good on paper, with hundreds of teams competing in 16 fully licensed leagues. But, as you can see from these shots, the graphics look worse than Beckham's mohican. Looks like this could prove to be *ISS*'s year. Again.

Up steps Zidane... You can score some blinding goals from set pieces.

Softography

These guys have also made...

SSX	93%
NBA Live 2001	75%
Knockout Kings 2001	62%
Rumble Racing	73%
Rugby	68%
NBA Street	80%

GOOD COP BAD COP

The passing system has been overhauled for this new version and you'll need Zidane-style skill to be the best.

Check out the ropey quality of the screen shots. This doesn't look much better than the PSone version. Come on, lads!

WHERE IT'S AT

FIFA games are always released before Christmas, but the graphics still need a lot of work.

OUT: NOVEMBER FORMAT: GBA PRICE: £35 DEVELOPER: HOTGEN STUDIOS PUBLISHER: ACTIVISION SPECIAL FEATURES: LINK-UP OTHER FORMATS: PS CALL: 01753 756 100 PLAYERS: 1-2

The range of tricks, stunts and grinds you can pull off is very impressive.

You've got to be wheelie good in order to pull this trick off. Erm, sorry...

▲ The side-on view works well and you're free to move up and down the screen.

▲ While many of the individual tricks look cool, it's pretty difficult to link them all.

Mat Hoffman's Pro BMX

It's yet **another PSone** game **squeezed into a GBA.** This is **shrinky-dink madness!**

After the actually-rather-good GBA translation of *Tony Hawk's Pro Skater 2* comes this pint-sized version of his BMXing pal Mat Hoffman.

THPS2 used an isometric view that let it recreate accurately the levels from the PSone original, but *Mat Hoffman* has a side-on view. So, while the levels aren't that similar to those in the PSone version, it's a lot less fiddly to handle, with a great little Training mode that will help familiarise you with the controls, covering everything from basic navigation to vert stalls and funbox rollovers. Problem is, it's a bit, er, tricky to succesfully link certain tricks together.

The structure's the same as always: start off with just the Hoffman bike factory and then unlock a further five levels by completing a diverse range of tasks.

In addition to the Career mode, there's also a Tournament, Time Trial and Free Ride, along with a superb two-player link-up. More news next issue.

GOOD COP BAD COP

Highly playable, loads of modes to try out and a wide range of tricks on offer via a very nifty control system.

It's a bit too difficult to link tricks and, at the other end of the scale, the Career mode is currently far too easy.

WHERE IT'S AT

It's had its release date put back to the start of November, but the version we've seen is looking great.

PREVIEWER: Oliver Hurley

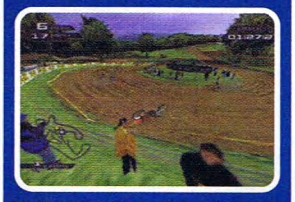
OUT: OCTOBER FORMAT: PS2 PRICE: £40 DEVELOPER: PARADIGM ENTERTAINMENT PUBLISHER: INFOGRAMES SPECIAL FEATURES: DUAL SHOCK OTHER FORMATS: NONE CALL: 020 8222 9700 PLAYERS: 1-2

Sturdy!

It has very forgiving handling, so just about the only way to fall off is by having the most gnarly accident ever. Handy.

▲ You'll be able to reach some pretty incredible heights off some of the jumps.

▲ If you don't clear the tank, you'll have to take your chances with the shark.


▲ You can pelt it round most of the corners at top speed. But not this one.

Incorporating tricks into races isn't a great idea – stick to overtaking instead.

MX Rider

Not as sexy as an Electra Glide Classic, but have you ever done **stunts on a Harley?**

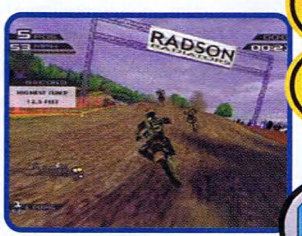
Hot on the (w)heels of THQ's *MX2002* comes yet more motocross mayhem, this time courtesy of Infogrames.

The idea behind it is the same as ever: leap onto a speedy array of dirt-bikes and charge round a host of different, real life courses as quickly as you can.

As with *MX2002*, there's scope for performing a variety of tricks, with a Freestyle mode focusing purely on stuntage – there's even a big pool with a shark in it to jump over, Evel Knievel-stylee.

In addition to the main Championship mode there's a two-player option and an interesting Challenge mode, where you must complete a series of 12 racing-based tasks, such as finishing in a specific position, or taking the lead by a particular point.

To help you get to grips with it there's a helpful tutorial that covers tricks, climbing hills and doing long jumps – anything to save you reading the manual. Expect a review next issue.



▲ The Tutorial mode gives some hints as to the best way to make it up hills...

GOOD COP BAD COP

It's pretty nippy and very accessible, and it offers a wide range of different modes and courses.

At the moment, it's just not that much fun to play and it lacks the thrills we found in *MX2002*.

WHERE IT'S AT

It looks as if there's not a lot left to do until *MX* is finished, with its release date being due in October.

PREVIEWER: Oliver Hurley

OUT: NOVEMBER **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** TRAVELLER'S TALES **PUBLISHER:** VIVENDI/UNIVERSAL **SPECIAL FEATURES:** DUAL SHOCK 2 **OTHER FORMATS:** XBOX, GBA **CALL:** 0118 020 9147 **PLAYERS:** 1

PREVIEWER

Tom East

Just keep rollin', Crash. The rolling ball levels are easily the best moments in *Wrath of Cortex*.

Factpack
The stuff you need to know...

Levels	30
Playable characters	2
Bosses	5
Vehicles	8

Crash Bandicoot: Wrath of Cortex

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NE

The Bandicoot **spins back into action** in another **top time-travelling adventure.**

Which platform hero will you choose: marsupial or meerkat?

Yep, *Crash* is going head-to-head with *Jak and Daxter* on PS2 and there can only be one winner.

Unlike *Jak and Daxter*, *Wrath of Cortex* isn't free roaming. But when your path is littered with goodies such as mine karts and 4x4s, you wouldn't want to go for a roam, even if it is for free.

Softography
These guys have also made...

Muppet Race Mania	58%
Sonic 3D	65%
Toy Story 2	72%
A Bug's Life	53%
Rascal	42%
Sonic R	84%

GIVE CHASE

One of the levels in the second warp room has you legging it through a jumpy platform section, smashing crates and collecting wumpa. It looks like your average *Crash* level until you spot the buggy, jump in and burn away from a herd of chasing animals. Fantastic.

There's so much to do it's unbelievable. In the first warp room alone, Crash jumps in a ball and rolls around a level full of twisty corkscrew turns, leaps in a glider and guns down wind generators, races over rails in a mine kart and is chased by a huge dinosaur. No wonder old ginger nuts has a permanent grin on his face. This is great fun.

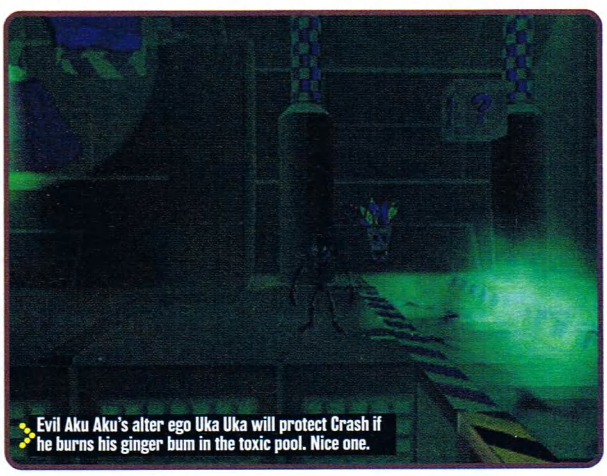
... No wonder old ginger nuts has a big grin on his face. This is great fun...

But if flying around in a glider makes you smile, the bosses will make you scream. Cortex's barmy army of baddies are more cunning than most end of level bosses, and they don't play by platform rules. You have to hit them more than three times for a KO, and they don't get tired after lashing Crash with a fireball. Instead the first boss jumps in a capsule and repeatedly bashes into the Bandicoot, setting him on fire before you've worked out what's going on.

There are swimming bits, classic *Crash* chasing moments and some cool vehicles. Basically, *Wrath of Cortex* is like *Crash*'s greatest hits jazzed up with a next-gen look. It may not push PS2 to its limits, but it's fun.

Forget Ripley, Crash is the Mech Master!

Crash's mech is even better than Ripley's one in *Aliens*. Sure Ripley could crunch the Queen alien's face, but her mech wasn't fitted with a cannon. So jump in, stomp around the level, lock on to your enemies and blast 'em with your laser arm. If you want all the relics you'll have to race through in record time and then crush every single crate. It's even harder than *Gran Turismo 3*, as getting 100% isn't good enough. You need to score 105% if you want to defeat Cortex and complete the game.



Evil Aku Aku's alter ego Uka Uka will protect Crash if he burns his ginger bum in the toxic pool. Nice one.

Come Glide With Me, Let's Glide Away!

Jak and Daxter only have one vehicle to see them through the whole game, but Crash has five in the first 10 levels. Mind you, that's only if you count a ball as a vehicle. Cheating?

This is a fantastic flying mission as you have to sink six battleships with your missiles. It's rock hard too.

▲ Even Coco is in on the act, as she jumps on a scooter and races away from a tidal wave.

▲ This has to be the best *Crash* chasing level, as you get to speed around in a buggy.

▲ It looks fun, but hovering over lava with your heli-pack is boring.

◀ It's the old mine kart level. The bandicoot bombs down the track avoiding nitro crates and bashing some Wumpa fruit crates.

Nice Sneakers!

Every time Crash defeats a boss he acquires a new skill. After later levels in the game he'll get the Wumpa cannon, but for now he'll have to make do with some sneaking boots that give him stealthy Solid Snake skills, and a double jump power so that he can leap further.

▲ The nitro crates won't blow if you sneak over them with your new boots.

▲ After defeating the second boss, Crash gets the double jump skill.

Rock Hard Bosses!

Mazza has it easy in *Mario 64* as he just has to swing Bowser round his head. You'll be put through some hardcore pain before you defeat Cortex's bosses though.

This third boss slaps you with fire and burning rocks. How will you defeat him...?

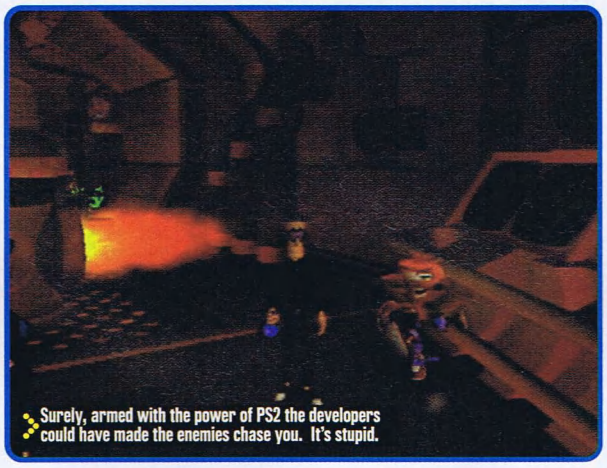
... By jumping in a mech and burning his rocky ass with your bunsen burner arms.

It's not over. Now he'll strike back by lashing you with electric bolts.

One down, three more hits to go. Now get to work Crash.

Don't Stop Moving!

Cortex's mates obviously haven't been listening to S Club 7 recently. Most of the baddies don't move, leaving you free to spin them easily. Why don't they move it?


Surely, armed with the power of PS2 the developers could have made the enemies chase you. It's stupid.

Flipping Out!

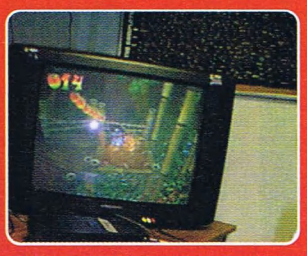
Hang on a mo, this looks just like the underwater levels we saw in *Crash Bandicoot 3* as the mad marsupial puts his flippers on and spins jellyfish. Let's go splashing.

◀ Apart from the flashy backgrounds, this looks a bit PSone. It's still good fun, mind.

▶ This is better. Get in this pod and blast the enemies with your underwater guns.

First Impressions

Spruced up but the same old game



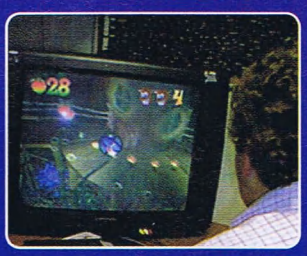
There's only a month to go until PS2's big platform battle, and we reckon *Crash* is beating *Jak and Daxter* by a ginger whisker. Looking at the facts alone, *Wrath of Cortex* contains more vehicles, more levels, and more baddies than Naughty Dog's newie.

Crash has been out of the platform game (as bandicoot and boy) for three years, but as soon as you pick up the pad and start spinning those crates it will feel like he has never been away.

In fact in the first level, you could be forgiven for thinking that you were playing *Crash Bandicoot 3* as you skid through an ice level, knocking down penguins, and collecting juicy Wumpa fruit.

Sounds simple, but if you want to earn a relic you'll have to complete the level in under a minute. Then try and collect every single crate when the dinosaur is on your tail in one of the chasing levels. It's rock hard and you'll be playing for ages before you come face to face with Cortex's genetically altered Crash destroyer.

Wrath of Cortex is fun and there's loads to do, but you can't help thinking that Crash should have moved on since his first adventure. This is basically the same game as his 1996 debut – just prettier.



GOOD COP BAD COP

Crash looks cute, but this isn't kids stuff. Defeating Cortex again will be harder than knocking out Liquid Snake.

Despite being a lot of fun, *Wrath of Cortex* is essentially a flash version of *Crash 3*. It's all a bit lazy.

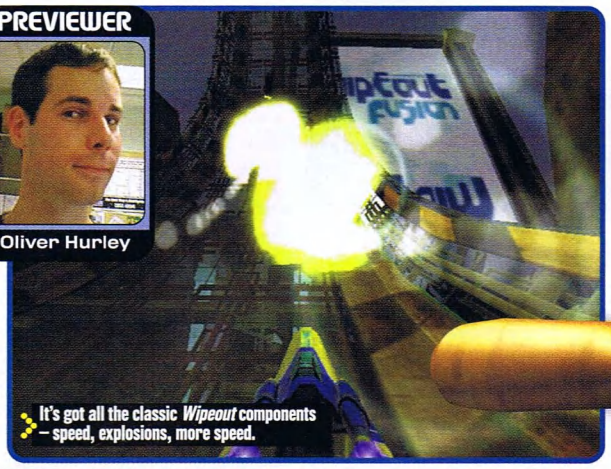
WHERE IT'S AT

The loading times are the only things to sort before *Crash* is out in November. We'll review it next month.

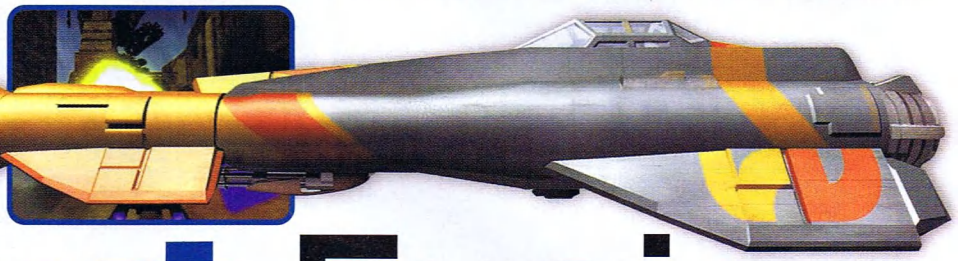
OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SONY | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0207 734 4926 | **PLAYERS:** 1-4

PREVIEWER

Oliver Hurley



It's got all the classic *Wipeout* components – speed, explosions, more speed.



Wipeout Fusion

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

If it's **brain-scrambling**, stomach-churning **thrills 'n' spills** you're after, we **have something** to interest you...

One of the greatest thrills you could have with the aid of a PSone was tearing round the superbly designed tracks of the *Wipeout* series in one of those futuristic space sled contraptions.

Indeed, it was the original *Wipeout*, released way back in 1995, that helped to establish PlayStation as a must-have console.

Wipeout Fusion has been a very long time coming, with *XG3* already pipping it to the post in the PS2 future-racer stakes. But, from what we've seen of it recently, it'll be more than worth the wait when it arrives.

Softography

These guys have also made...

Wipeout 3	94%
Wipeout 3 Special Edition	
92%Psybadek	59%

CHASE 'N' RACE

The idea is the same as ever: tear round a variety of cunningly designed tracks as fast as you can in a super-speedy hovering spacecraft and collect a whole arsenal of weaponry to see off the other racers along the way. Lush.

This PS2 update boasts much longer courses than were featured in the previous three games on PSone, all of which have mirror and reverse versions that you can also race along. Many of the favourite weapons of old make a welcome return, along with a slew of snazzy new tools of destruction, such as bouncing grenades, flamethrowers and seismic snares. If you're used to the cold as ice anonymity of the last couple of *Wipeout*s, you'll be surprised to see that you now have a choice of pilots, each with their own different talents and specialities, as well as a choice of which craft you want to drive. This, along with the fact that cutting-edge design collective The Designers Republic are no longer involved in the look of the game, means that it has a more cartoony and slightly less stylish feel. But, the main thing is, it's faster than ever – and that's all you need to know really, isn't it?

▲ This is the fourth game proper in the mighty PlayStation series of future-racers.

▲ A host of powerful new weapons help to make things a bit more interesting.

... The game now has a more cartoony and slightly less stylish feel...

Goodies!

The courses are now much longer and wider than before (up to three craft can race side-by-side), with alternate routes too. Tracks are split across seven venues, each with three courses, and they're packed with shortcuts and secret routes. Add 26 weapons to that and you're in for a treat.

▲ There's a more free-flying element, with tracks disappearing completely for wide-open spaces on some courses.

▲ You'll be able to race side-by-side against absolutely loads of other craft.

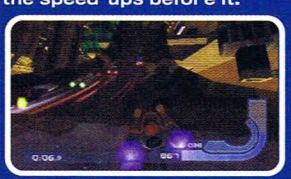
Going Round the Bend!

For the first time in the *Wipeout*s, *Fusion* features a loop-the-loop. Make sure you hit all the speed-ups before it.

▲ As you're approaching the loop-the-loop, you'll need to ensure that you...

▲ ... Hit all the speed-ups. You'll have difficulty getting round it otherwise.

▲ Once you're in mid-loop, just make sure you don't lose your nerve.



▲ It's arguably the closest to being on a roller coaster in your lounge.

▲ Coming out of the loop is the perfect time for overtaking the opposition.

▲ Made it! One of the most memorable *Wipeout* moments ever, that.

▲ Back on the straight – don't lose the momentum you've gained.

▲ It's handy to have a few rockets lined up to plough through other craft.

GOOD COP BAD COP

With face-melting speed and high-powered weaponry, it should be one of the most exhilarating PS2 games yet.

It's not really doing anything that new and we're not as keen on the non-Designers Republic look of it.

WHERE IT'S AT

It's due out in time for Christmas and the bulk of the game is finished. Expect a review very soon.

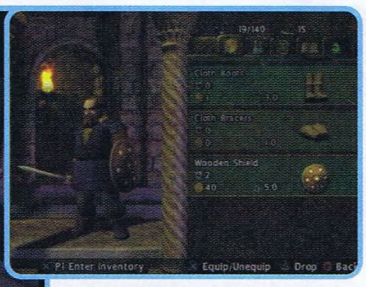
OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** BLACK ISLE/SNOWBOUND | **PUBLISHER:** INTERPLAY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01628 423 666 | **PLAYERS:** 1-2

PREVIEWER

Kieron Gillen

The ripple effects flicker delightfully on the screen. Oooh.

Those thieves that attacked made off with your possesions, but at least you're alive.



▲ Carefully consider what to equip for maximum head-to-toe-hurtage.

▲ Important elements are explained with cutscenes. This one features a man.

Baldur's Gate: Dark Alliance

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Orcs, goblins, trolls and other sundry creatures of the night. All freshly laid on a platter for you to kill.

Chosen Men (and Ladies)!

Choosing who you want to be is the central thing with RPGs. Who will you be? They've all got different strengths.

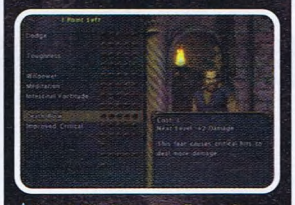
▲ The Dwarf Warrior excels at close combat and resilience with his high strength. Not a thinker though.

▲ The Human Ranger is an archer; capable close-up, and able to magically enchant arrows to devastating effect.

▲ The human enchantress lacks in her combat abilities, but is able to wield magic beyond the minds of men.

Build Character!

What separates this from a *Gauntlet*-style dungeon slasher is the ability to build your character. By completing quests and killing monsters you gain points. Once you cross a threshold, you gain a point to spend on one of a list of powers. Given time you progress from tiny wimp to muscle-bulging hero. Even the ladies.



▲ Some skills have up to five ranks, each allowing enhanced mastery in their area. Mastery is elusive, but addictive.

▲ As well as random monster slaughter, experience points can be gained by completing quests given by NPCs.

On PC, it's the height of RPG excellence – and the pinnacle of geek chic.

There are lots of numbers, masses of free-form adventure and a treacley slow pace. It's a wonderful game – but in the same way *War and Peace* is a great book. Hardly a suitable conversion to the hip-hop-gesture-heavy PS2.

Which makes it lucky it's not, eh readers?

What they've done is to strip *Baldur's Gate* to the core (the world background and the underlying rules, basically) and bring in elements from other games, notably *Diablo*. This means the game centres on one character and their quest to collect increasingly large weapons to kill increasingly hard monsters.

... The most beautiful, sleek and sexy western-style RPG ever...

GORGEOUS

This is the most beautiful, sleek and sexy western-style RPG ever. Characters have between 3000 and 20,000 polygon's each, which allow the same models to be used throughout. There's no slow-down either, no matter if you're being attacked by 20 odd spear-lobbing kobolds.

But this isn't a pure slash-'em-up like *Diablo*. Retained from the *Baldur's Gate* games are strong, multi-choice dialogues, allowing you to interact with characters. A real improvement over previous attempts, you get an in-the-face view of the person you're speaking to, who is intricately animated and lovingly voice-acted.

While only three characters are allowed, extensive customisation is included, allowing you to make your hero unique. You can even save them and take them over to your friend's to form a two-player party.

Ultimately, everything has been reworked and aimed directly at the console. This might lead to the first example of a really great western console RPG. Or an intelligent *Gauntlet* for the next generation.

Playing two player allows you and a friend to go paddling together. Hurrah.

Softography

These guys have also made...

Baldur's Gate	88%
Baldur's Gate 2	89%
Icewind Dale	55%
MDK2: Armageddon	87%
Shattered Steel	82%
Fallout 2	87%

GOOD COP BAD COP

Graphically lovely, highly professional action/adventure RPG. The D&D rules. Attractive barmaids.

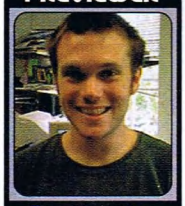
Fans of the original may be disappointed that this is a reinvention rather than a conversion. But it's good, so who cares?

WHERE IT'S AT

Expect a review from GamesMaster in a couple of issues time. We'll be polishing our PS2s in preparation.

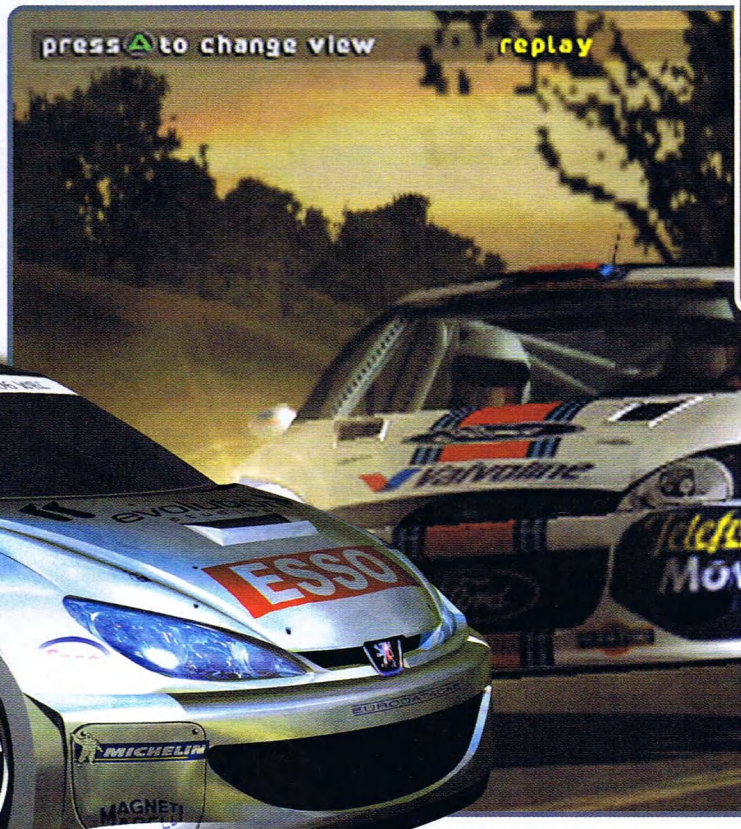
OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EVOLUTION STUDIOS | PUBLISHER: SONY | SPECIAL FEATURES: STEERING WHEEL | OTHER FORMATS: NONE | CALL: 020 7533 1400 | PLAYERS: 1-2

PREVIEWER



Dan Dawkins

World Rally Championship



▶ The Replay Mode is just eye-popping, replaying the action through a series of incredible angles to the strains of belting indie rock.

▲ I said *hairpin* right. Overturn and the game will flip you back after three seconds.

▲ The lens-flare effects are more impressive than *GT3* – and more dazzling.

Factpack
The stuff you need to know...

Levels	14
Stages	70+
Cars	7
In-car views	5

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!... LATEST

Sony's floaty-light, **mud-thrashing rally sim** proves there's **life after**, you know, *that* **driving game.**

***GT3* might be a great racing game, but the rally sections aren't *that* realistic. How do we know? Because we've played *World Rally Championship*.**

Thing is, while *GT3*'s off-road sections are simple, dirty and great fun – they don't provide the gritty, patient challenge of the real thing. We love the choking clouds of dust, but the simplified handling and lack of damage ultimately proves frustrating.

Softography
These guys have also made...

This is Evolution Studios' first game!

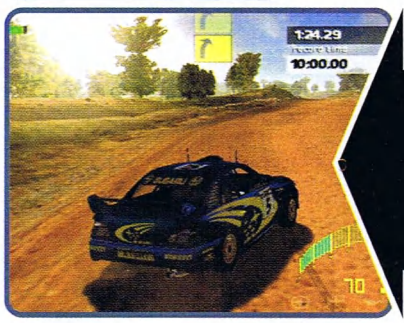
PRECISION

As luck would have it, Evolution Studios' latest is an accurately licensed masterclass in off-road driving, featuring every team, driver and location from the real-life WRC event. The drivers – such as Colin McRae and Tommi Makkinen – have been accurately recreated using Digimask technology, so their faces look real. The same precision applies to the courses, which were painstakingly designed from satellite data.

"... Rough collisions will splinter the front windshield or dent the rear bumper..."

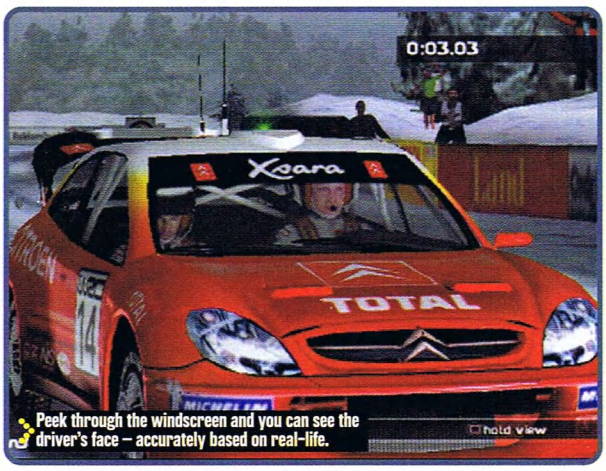
The replays are astounding. If you look closely at the cars, you can spot the driver's national flags on the window and admire the suspension pumping up and down as the car rumbles over rough terrain. Best of all, you can watch the car fall to pieces. Rough collisions will splinter the front windshield, dent the rear bumper, or cause the side windows to smash and fall out. The car even gets dirtier as the race progresses.

Coupled with the accurate engine wails, incredible weather effects and *GT3*-topping sun flare, *WRC*'s simulation-heavy gameplay makes for a heart-racing experience. The graphics look crispy clean but we can't wait to get our hands on the finished product.



Now That's What I Call Off-Roading!

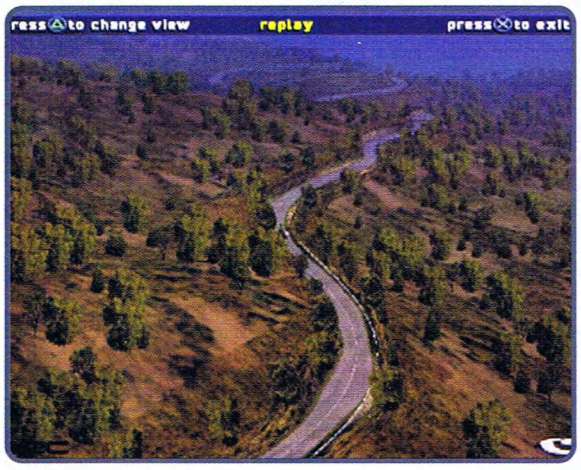
The steering responds directly to your speed and the quality of the road surfaces – you'll have a real thumb-blackening battle on your hands to hold the racing line on a hairpin bend. On snow, the car fishtails like a truckload of kippers, so you'll need to approach bends with one finger firmly pumping the brakes. On dusty tracks like the Sahara it's possible to build up *too* much speed, and go flying off a speed bump crippling the car's suspension. Overall, it's better to be cautious than crumpled.

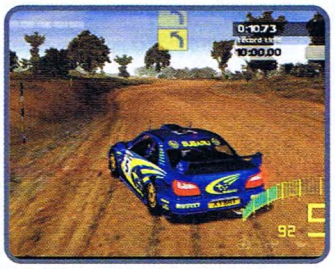


Peek through the windscreen and you can see the driver's face – accurately based on real-life.

Spins Around the World!

From the frozen ground and snowy showers of Sweden to the winding, narrow lanes of the Rhondda, you'll never be short of a track to test your skill. Check this out...





▲ The Saharan course is a dust-filled rollercoaster ride at breakneck speed.

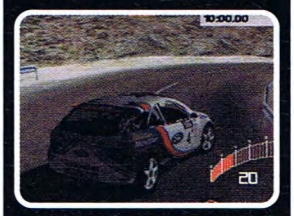
▲ The Monte Carlo course winds through the hills, alternating between snow and tarmac.

▲ Watch your speed. Tearing over a large bump will flip 'er over.

◀ The hills of the Rhondda Valley are narrow and winding, delivering an expert challenge for expert players. Listen to your co-driver.

Crunch Time!

If you buckle the side panels and make the windows fall out, the car feels like a broken snakeboard. First the engine slows down, then the steering goes and the car veers automatically to the right, and then your co-driver starts crying. Well, no, but he should.



▲ Look at the side windows. What side windows, you say? Well, exactly.

▲ Watch in horror as your bumper mangles beyond reasonable belief.

View and Me!

There are five ways to view the action. Our favourites are the external and full-screen interior view. It's nice to see the driver's hands, but nicer to see the track.

▲ The pure in-car view is best for seat-of-your-pants racing.

▶ You can see the driver wrench the wheel and punch between gears.

◀ The exterior view is the best for judging your position on the road.

▼ The bonnet view is one of the more playable.

Co-Blimey!

"One hundred left two." Your co-driver's map reading skills are vital. The first figure tells you how many metres away the bend is, the second its severity. Skill.

Your co-driver will try to remain calm while his head bobs about like a broken raggy doll. Good work, pal.

Video Niceties!

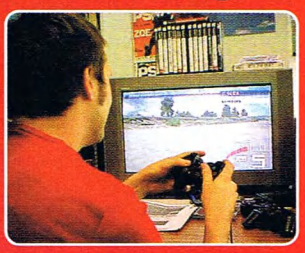
Sony have included video previews of each location, with stomach-lurching footage from real-life WRC events. Blink and you won't tell the difference from in-game graphics.

◀ Look carefully at the in-game screen opposite – can you tell the difference from a video?

▶ Er, welcome to Australia mate. Bonzer like... eek, watch that flippin' possum.

First Impressions

Great rallying to rival GT3's racing



When we first played *WRC* four months ago, if you nudged a bumpy bit of terrain, or turned just a fraction too hard into a bend, the car would flip onto its roof like a top-heavy weeble.

We're pleased to say things have moved on since then. Evolution Studios' have listened carefully to people's complaints and produced a finely-tuned rally racer. The handling's still a bit light, but you'll only flip out when you hit a bank at speed, or fall off the edge of a cliff.

The sensation of wrestling with a bend has been well-captured. Once you adjust to the controls you'll be braking and frantically nudging the joypad by second nature. It feels more like the realistic *V-Rally* than the arcade-style *Colin McRae*. It's also refreshing to see a racing game with looks to rival *GT3*. The scenery stretches so deep into the horizon that you can see huge chunks of the track below from clifftop bends.

The only complaints we have are that the tracks look a bit similar, and racing can feel lonely – there's none of the excitement of jostling through a pack of cars like in *GT3*. That said, there isn't a rally game on any console that feels so vibrant. Another showcase game for PS2.

GOOD COP BAD COP

It looks gorgeous, handles realistically and you can smash the flippin' car to pieces. There's life after *GT3*. Huzzah.

May be a bit tricky for some, and the time trial nature of rally racing can feel lonely. Tracks possibly too similar.

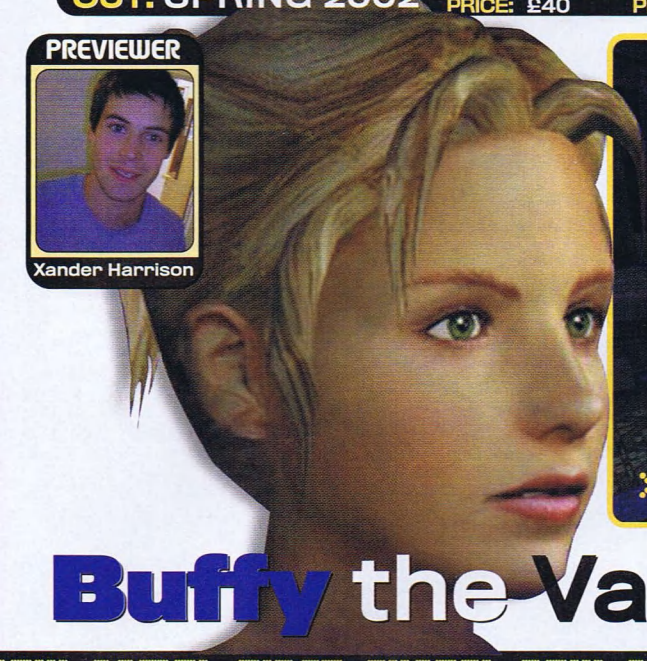
WHERE IT'S AT

Evolution are making late adjustments, but *WRC* should be tearing up the countryside by November.

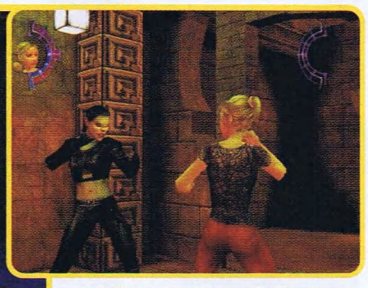
OUT: SPRING 2002 | FORMAT: XBOX | PRICE: £40 | DEVELOPER: THE COLLECTIVE | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: TBC | CALL: 01932 450 000 | PLAYERS: 1

PREVIEWER

Xander Harrison



This is exactly what we want from a Buffy game. Ms Summers looking good and kicking ass.



▲ Buffy can absorb the undead's energy to improve her fighting ability.

▲ You'll have to face all the Master's minions to save the world.

Buffy the Vampire Slayer

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

She's the **scourge of the dark side.** She is what **stands between us** and the end of the earth. **She has nice hair.**

I'll Hunt It, Find It, and Kill It!

All the Buffy moves have been motion captured from Sarah Michelle Gellar's stunt double for extra authenticity.

▲ The fighting system is so sophisticated you can take on multiple opponents with only a few button presses.

▲ If you want to really make dead the undead you want yourself a stake. Rare or well done, it doesn't matter.

▲ As well as Buffy's usual choice of weapons, you can pick up other objects to behead the blood suckers.

We all love Buffy. We cherish Buffy. We don't want Buffy to suffer a virtua mauling as she enters the world of videogames. She's already had a GBC game that was more horrific than horror, so excuse us if we approach this with some suspicion.

We want to embrace and herald it as a *MGS* beater, but these types of games have a tendency to come round and bite you in the ass. But for now let's all pretend it's ace...

The gameplay is, predictably, a 3D action/adventure affair (would you have expected a mini-kart game?). You control the Chosen One as she has to kick undead, blood-sucking bottom and solve all manner of switch throwing puzzles.

Softography

These guys have also made...

Men in Black	67%
Star Trek DS9	N/A
Game of Life	N/A

... The game springs to life in the fighting, with spectacular results...

GRACIOUS KICKS

Where the game really springs to life is in the fighting. The developers have created a control system that's easy on the fingers but produces spectacular results in a kind of *Onimusha* way. Tap the Attack button and Buffy will twirl and shimmy with *Matrix* grace to send her foes to a dusty grave. The Buffster can also pick up various weapons, which include a crossbow (with first-person aiming), the odd shovel, and ol' Mr Pointy.

The action takes place around Series Three. It was a time when Angel was all cuddly, Spike was a threat, and the Scooby gang were all at high school. The background story revolves around a group of ancient demons (known as the Old Ones) trying to create a portal between Hell and Earth who have resurrected The Master to help them in this small matter. As you might recall, The Master was destroyed by our high kicking heroine, so the crusty vampire is out for revenge as well.

A *Buffy* game has been long overdue. Now it's almost done, all we can do is cross our fingers and pray they haven't made a mess of it. I'm hopeful... sorta.

Oof. There's nowt so painful as a kick right in the demons. It'll bring water to your eyes.

Pwetty!

Well they've got something right, at least. There's no doubt that this looks exactly like the Buffy we all know and love. Sadly, though, Ms Gellar decided not to provide the voice for her virtua self, although all the other actors from the series have contributed their own vocal skills to the cause. Bless 'em.

▲ She's oh-so series three. You can tell by the hairdo and the lovely blouses. All before she goes too thin.

▲ So far we've only seen Buffy, but we hope that Xander, Willow and the gang will have the same amount of detail.

GOOD COP BAD COP

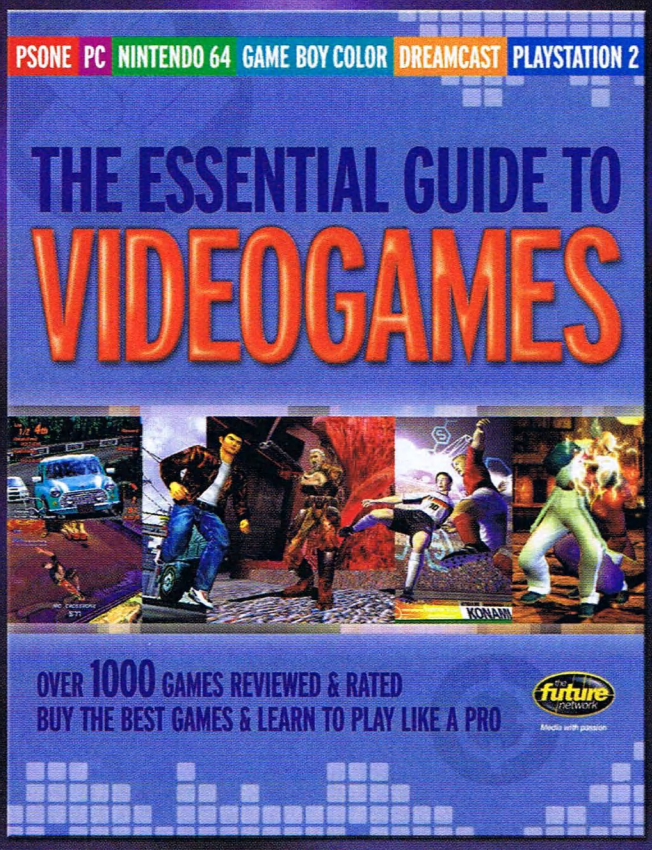
It's *Buffy*. The best show on telly gets interactive. We will know how it feels to be the Chosen One.

The predictable demonic fisticuffs and puzzle solving may not satisfy the expectations of the show's fans.

WHERE IT'S AT

It's still a long way off, as we'll have to wait for Xbox to get it's arse in gear before we get a chance to see it.

WE'LL ENSURE YOU WON'T BUY ANOTHER TURKEY THIS CHRISTMAS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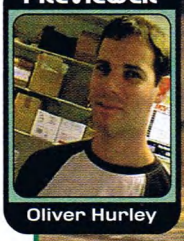
OUT: JANUARY | FORMAT: PS2 | PRICE: £40 | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | DEVELOPER: SC | PUBLISHER: SOI | 207 734 4926 | S: 1

PREVIEWER



Oliver Hurley

The control system is so complex that you probably couldn't even figure out how to take off without the Training mode...

... Once you're airborne though, you'll soon get the gist of the controls, and you'll be off flying and shooting to your heart's content.

▲ The game's set 50 years in the future so your plane is actually capable of both flying *and* hovering. How very clever.

▲ Your ship is equipped with plenty of weapons, meaning that you should be able to deal with all manner of enemies – just so long as you don't take too much damage.

Dropship

ATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!... LATEST

Much as it sounds like a retro coin-op shooter, it's actually a futuristic console shooter. Weird, huh?

Think of console flying games and you expect accessible arcade gameplay, loads of enemies and wonking great explosions. You don't really expect strategy and a control system so complex that you could be playing a PC game.

And yet, this is exactly what Sony's *Dropship* offers. Which isn't necessarily a bad thing – in a world populated by endless sequels and clones, it's always gratifying to see a game that is trying something a bit different. And *Dropship* is certainly different.

TAKE FLIGHT

Predictably, it's set 50 years in the future, where you find yourself in control of a cross between a fighter jet and a hovering craft. The linear gameplay is mission-based and linked by a series of preposterous cutscenes.

As mentioned, the control system is far from intuitive – without going through the Training mode you'll probably struggle to figure out how to take off. What the complex interface does mean though, is that there's a bit more depth to the flying side of things than you'd usually expect, with two entirely different flying modes to swap between (Hover and Flight) and a generous array of weaponry, along with a degree of manoeuvrability.

Unfortunately, the way things are looking at the moment, this is at the expense of it being much fun to play. Many of the missions are samey, and when you sometimes just want a bit of arcade-style thrills, you instead find yourself desperately grappling with the pad in a vain attempt to shoot down opposing craft.

There is some variety, with certain levels allowing you to charge around in an armoured car instead, although these stages feel a bit like a poor man's *Smuggler's Run*. Still, if you're after something a bit different from your flight games, this may be worth keeping an eye on.

Softography

These guys have also made...

Blast Radius.....78%
The Getaway.....N/A

Air Ways!

Once you're airborne you can swap between two modes: Flight and Hover. Flight, as you may guess, is best for high-speed journeys (hold down ⊗ really hard to go faster still), while Hover makes your craft behave like a helicopter – good for shooting targets on the ground, but it does leave you more open to attack.

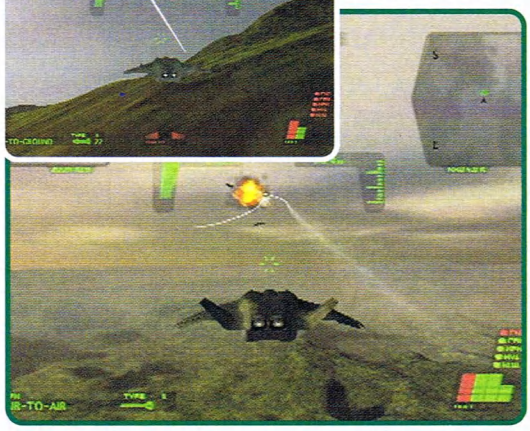
▲ Hover mode is much easier to master and is the mode in which you're a lot less likely to crash. It's pretty slow though.

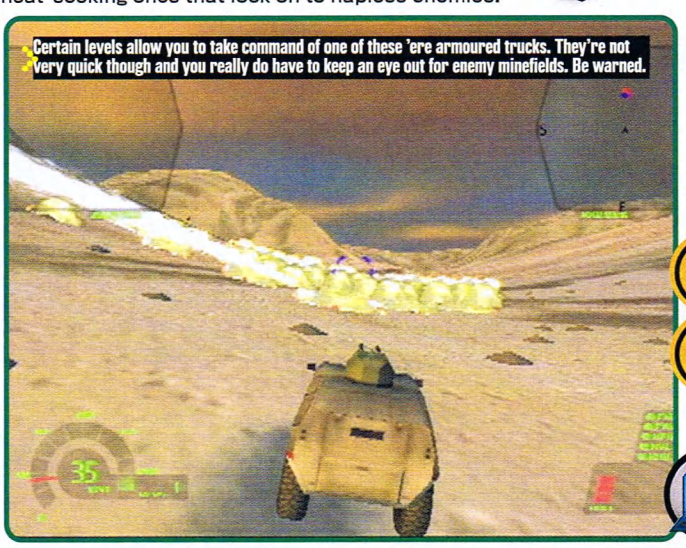
▲ Flight allows you to hit some dead impressive speeds and is also much better for dodging enemy attacks.

Get Ready for Full-On Combat!

The game cunningly offers air-to-air, air-to-ground and, yup you've guessed it, ground-to-ground combat, so pretty much all tastes are catered for here. Your craft is equipped with a load of different armaments too, our favourite of all being the heat-seeking ones that lock on to hapless enemies.

▼ Ah, there's nothing quite like the satisfaction of seeing an enemy craft crash and burn in mid-flight. That'll learn 'em.





Certain levels allow you to take command of one of these 'ere armoured trucks. They're not very quick though and you really do have to keep an eye out for enemy minefields. Be warned.

GOOD COP BAD COP

An original take on flying games, with loads of massive great weapons and a deep flying system to boot...

... That is also a bit of a nightmare to get the hang of. And the gameplay itself is really quite unremarkable.

WHERE IT'S AT

It only needs final tweaks before it's finished, and we're expecting it to be released here soon.

OUT: DECEMBER | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** RED STORM | **PUBLISHER:** UBI SOFT | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** XBOX | **CALL:** 01932 838 230 | **PLAYERS:** 1-36

PREVIEWER

Tom East

Ghost Recon isn't an action-packed game. Instead, like Rainbow 6, it's a brain-straining tactical shooter.

Take cover. One shot kills, so if you see the flash of a gun, you'll be finished.

▲ You can't run into battle, all guns blazing. You have to be sneaky.

▲ One of *Ghost Recon*'s many war-torn towns. But this is no time to be getting emotional. You've got a job to do, soldier.

Tom Clancy's Ghost Recon

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!..

Guard your privates. Russia and the US are **at war** and you've got to **lead a crack squad** into the killing fields.

If *Flashpoint*? That's for amateurs. In *Ghost Recon* you can't mince around licking the leaders butt 'cos *you* are the boss, the commander, the one who's to blame when one of your soldiers gets nailed by a Russian anti-tank rocket.

See, at the start of *Flashpoint* you were merely a private who ducked when the commander said 'Duck', unleashed a few rounds when he said 'Fire' and kept his toilet seat warm in the mornings. Well, maybe not the last one, but you were at the leader's beck and call and you could only move up the ranks after you'd completed a few missions.

Softography

These guys have also made...

Rainbow 6	80%
Rainbow 6: Rogue Spear	85%
Roswell Conspiracies	37%

FRANTIC ACTION

As leader of team Ghost you're thrown right in at the deep end. And, unlike Red Storm's previous Clancy games, it's all in realtime, so you haven't even got enough time to sharpen your pencil, let alone draw up some complex battle plans. Instead, as soon as you sneak over the Russian frontline, you'll be frantically shouting orders at your troops on the fly. This really is brain-straining stuff to be playing.

You're not the only brainy one on the battlefield either. The Russians are super intelligent soldiers, so you won't catch them mindlessly running straight into your line of fire. Instead, when they hear the ear-popping crack of an MI6 over their shoulder, they'll run for cover, work out a new strategy, and then attempt to surround you. Tough stuff.

▲ Six soldiers' lives are in your hands. Make sure you lead them properly.

▲ As in *Operation Flashpoint*, you can drive plenty of vehicles. Excellent.

... You'll be frantically shouting orders at your troops on the fly...

Of course, you can't be the lazy commander who sits on the hill sipping Earl Grey and barking orders as your men sneak into a POW camp. You have to help escort a tank through a city while your team gun down baddies hiding in the rubble, help rescue a pilot and save Georgia.

More action packed than *Rogue Spear* and more complex than Operation *Flashpoint*, *Ghost Recon* looks ace. Advance!

In the City!

In this war you're not just wandering around boggy fields picking off soldiers. In one mission you have to run to the American Embassy in a Georgian city, jump in a chopper and escape. But watch out! Baddies could be hiding in the rubble, and they won't think twice about sniping you.

▲ Help your team escort this tank through the war torn city centre.

▲ *Ghost Recon* looks as good as *Operation Flashpoint*. Bring it on.

Ready... Take Aim... And Fire!

You've been put in charge of a counter-terrorist task force called Ghost and the lives of these soldiers are in your hands. You're going to have to make some tough decisions: do you tell your soldiers to shoot on sight? Or do you wait until it gets dark before sending them into the killing fields? It's hard work but, if you make the right decision, you'll complete the mission and you can boost your soldiers' skills with some RPG-style points. Good work, soldier.

▲ Your task force can't stay together forever, so split them up and send them to their battle positions.

▲ Here's where the tactics come in. You could make this guy guard the base or send him into battle. Tough call.

▲ You can't be a lazy leader. If your star soldier is in trouble, you may have to get involved as well.

GOOD COP BAD COP

It's got some RPG elements: you can boost the skill levels of your soldiers when you complete a mission.

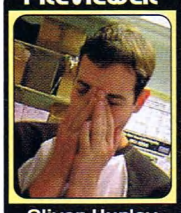
If you're after a no-brainer, action-packed blaster, then *Ghost Recon* could be a bit too fiddly for your taste.

WHERE IT'S AT

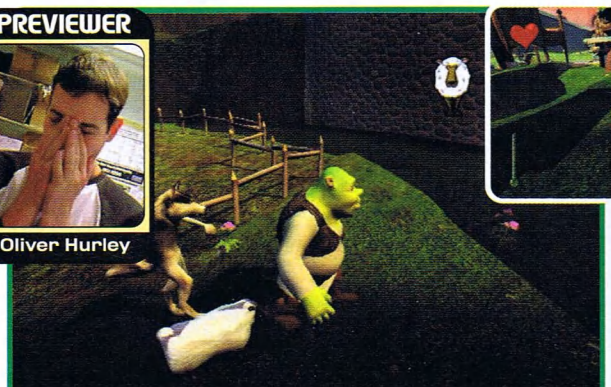
One to put on your Christmas list. This is looking smart and it should hit the shelves before 25 December.

OUT: NOV (US), MARCH (UK) **FORMAT:** XBOX **PRICE:** TBC **DEVELOPER:** DIGITAL ILLUSIONS **PUBLISHER:** TDK **SPECIAL FEATURES:** TBC **OTHER FORMATS:** GBC **CALL:** 01737 773 773 **PLAYERS:** 1

PREVIEWER



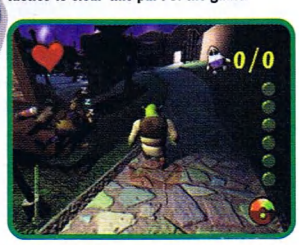
Oliver Hurley



All right, so he's clearly a bit of a gormless mong but he's not without his charms, like being able to fart at will.

The missions that make up the game are imaginative.

▲ High-speed sprinting isn't one of Shrek's strong points so you'll have to use other tactics to clear this part of the game.



▲ Hit the clocktower and you'll be transported forward into night time – very handy for nipping past dozing enemies.

Shrek

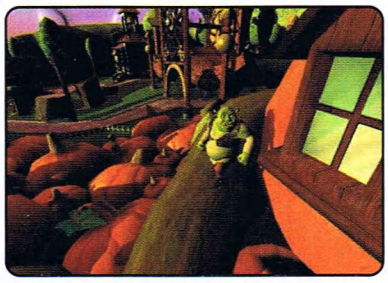
NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

The **feel-good hit** of the **summer** is being **magically transformed** into a **platformer** for the **weighty Xbox.**

Plenty to Keep You Occupied!

The game is divided into four worlds, 12 levels and 36 missions, which together offer around 80 hours of gameplay.

▲ Any self-respecting platformer these days offers hours and hours of gameplay, and *Shrek* should be no exception.



▲ We're not entirely sure this is going to be a *Mario*-beater, but it should easily rival any PS2 platformer.

▲ Sadly, the Eddie Murphy-voiced Donkey is noticeable by his absence for the majority of the game.

Right Laugh!

Fortunately, *Shrek* shies away from the traditional platformery action of ledges and jumps, and instead focuses on comical action – any game that allows you to kick in Humpty Dumpty and light your own farts can't be bad at all. Should have some funny moments.

▲ He's a bit of a gip-meister that Dumpty fella. Time to teach him a lesson.

▲ No news yet on whether the end of the game is as sappy as that of the film.

Ugly green farting ogres not only make good material for feature-length animations, they also lend themselves well to 3D platformers. So, lumbering onto Xbox like a chirpier version of Oddworld's *Abe*, comes *Shrek*.

The first thing that strikes you about *Shrek* is how sharp it looks. There's a ton of detail, and the environments – which are influenced by the movie, if not directly based on it – look beautiful. There are also some neat touches, such as hitting the hands on a clocktower and forwarding to night time – so you can sneak past dozing enemies – and superb lighting effects.

"... A fun and accessible romp, with compelling, imaginative gameplay..."

EXTRAORDINARY

From what we've played so far, it's a fun and accessible romp, with compelling and imaginative gameplay. One level, for example, sees you having to collect sheep and deliver them to a pen while avoiding a wolf who wants to use them as footballs. It doesn't sound very substantial, but you soon find yourself charging round in a bid to prevent the dense fluff-balls from becoming mutton. Frantic and enjoyable.

The game's split into a generous 36 missions, with your overall task being to rescue your sidekick (a donkey called, um, Donkey) who has managed to trap himself in a magic mirror. As that suggests, it has an entirely different plot to the film, but this means it's got the freedom to come up with plenty of its own cool ideas.

It's a pleasant change to come across an Xbox game that's not just a PC port but a proper console title. More news when we've played the finished US version.

Ever wanted to be able to kick in a large walking egg? Now's your chance.

Softography

These guys have also made...

Battlefield 1942	74%
Matchbox Emergency Patrol	63%
Motorhead 2	79%
Pryzm	71%

GOOD COP BAD COP

It looks absolutely great and offers hours and hours of thoroughly entertaining action-adventure antics.

Looks aside, it's not doing anything new and may end up being too reliant on having a big(ish) name licence.

WHERE IT'S AT

The latest version we've played is all-but-finished, with loading times being the main thing that need seeing to.

OUT: NOVEMBER FORMAT: PC PRICE: £30 DEVELOPER: BLUE FANG GAMES PUBLISHER: MICROSOFT SPECIAL FEATURES: DOWNLOADS OTHER FORMATS: NONE CALL: 01734 270 001 PLAYERS: 1

With a zoo this big you'll be juggling a lot of balls to ensure your customers and animals are happy, but that's the aim of the game.

Just look at how impressive your zoo can be when your multi-tasking goes well, though.

An unhappy zebra will affect others around it. Perhaps a nice plant will help?

Check the green bars to see how happy, healthy and well fed your animals are.

Zoo Tycoon

We're all going to the zoo tomorrow... Well, in November actually.

PREVIEWER: Tim Mead

If you like running around in 40 kinds of animal poo, then read on.

Zoo Tycoon is a strategy game where you must build and maintain a zoo. With over 40 animals to choose from and over 80 building materials to mess with, this could be as good as *Roller Coaster Tycoon*.

The rules are simple: look after your zoo and people will flock to it; neglect it and the animals will grow unhappy, terrorise customers and you will be forced to close.

It can get annoying, as an unhappy animal will affect others around it, and it takes persistence to bring it out of depression – and all the while you'll be reminded that your customers are hungry or bored – often verging on being stressful rather than fun. Some comedy touches, like the cheeky monkeys escaping, offer light relief.

GOOD COP BAD COP

With stacks of options, scenarios and dung throwing, cage escaping monkeys to look after, this game is huge.

The gameplay can be very demanding and it could get frustrating before you even get through the Tutorial.

WHERE IT'S AT

It looks as though there are still a few things to sort out, but it's not far away. Review as soon as we can.

OUT: NOVEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: DIGITAL INTEGRATION PUBLISHER: TITUS SPECIAL FEATURES: DUAL SHOCK 2 OTHER FORMATS: NONE CALL: 0207 551 4222 PLAYERS: 1

Plane Great!

Take your pick from eight flying machines – three of which are in the film, with another five tagged on for good measure.

This one's the classic fighter plane, great for speedy mid-air dogfights.

While this is less nippy, it more than makes up for it with added firepower.

Don't expect any speed from this big old heap, but it's got heavy firepower.

PREVIEWER: Oliver Hurley

For serious thrills 'n' spills, you'll be wanting this full-on first-person view.

Top Gun Combat Zones

The '80s revival continues with a PS2 version of the Tom Cruise classic movie.

Yes, it's the game your PlayStation 2's been crying out for: a flight sim based on a 15 year old movie licence. Still, the good news is, there's actually no sign of Tom Cruise whatsoever. Phew.

You're given a ton of different missions to complete – a generous 36 in all – that are set in environments such as the Gulf States and the Russian Arctic. As with many licences, it strays quite a lot from the film itself, and even offers a wide range of planes from entirely different eras to that in which the silver screen original was based.

The six different mission types featured see you performing all sorts of tasks, including the destruction of some key enemy installations on the ground, defending your own bases, and getting stuck into some adrenaline-pumpin' dog-fights.

The gameplay itself is pretty intuitive and accessible, although the controls can be a little unforgiving at times and, to begin with, it's all too easy to find yourself plummeting into the side of a mountain in an unstoppable nose-dive. Ouch.

You get four movie characters to choose from, so if you feel the need – the need for speed – keep yer peepers out for this one.

It's still a bit too flight sim and not quite gamey enough for our liking...

GOOD COP BAD COP

Plenty of missions to keep you busy and, as flight games go, it's none too tricky to pick up and play.

It all feels a bit limited and lacks the thrills of something like the fantastic *Star Wars Starfighter*.

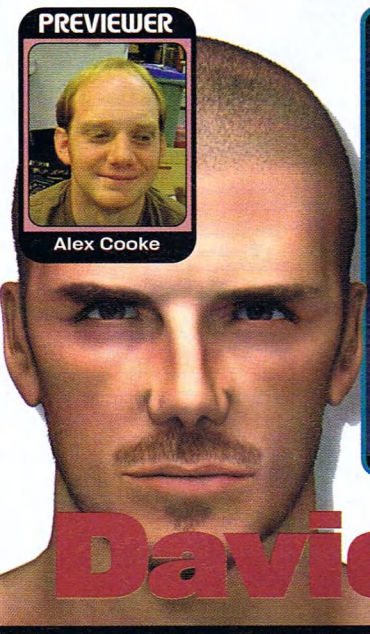
WHERE IT'S AT

It's half way down the runway already, with take-off due some time in November. You have been warned.

OUT: NOVEMBER | FORMAT: PS | PRICE: £30 | DEVELOPER: RAGE | PUBLISHER: RAGE | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: GBA, GBC, PS2, XBOX | CALL: 0151 237 2200 | PLAYERS: 1-4

PREVIEWER

Alex Cooke



Don't think Fergie knows what he is doing? Then switch things about and keep that Jaap Stam.

Engand versus Germany. For some reason we kept playing this match again and again and um... again.

David Beckham Soccer

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

Train like him, play like him, **dress like him.** The biggest **name in football** bends in his own winner.

Injecting a Touch of Style!

From fashion leader to leader of men, Becks is the real star of this game and acts as your host across modes.

▲ Keep up with the fickle fashions from the football world with the Team Editor. All transfers can be, er, transferred.

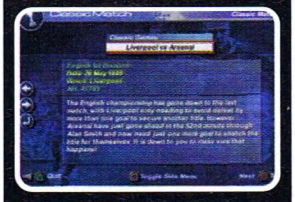
▲ Learn to match Beckham's on-pitch skills with some hard work on the training ground. It'll be worth it.

▲ With Becks on the wing, Manchester United seem to have all the time in the world to get the ball in the goal.

Total Football!

It might bear the Man Utd man's name but this is no club game. From the giants of Madrid, Munich and Milan to the minnows of Poland and Russia, every team bears real player names. There is a special Arcade mode that allows you to recreate classic ties such as the 1989 title decider between Arsenal and Liverpool too.

▲ There are clubs that we have never even heard of lurking in leagues that no one bothers to watch. Cool huh?



▲ Playing in a classic game means rewriting history and playing as some right old coffin dodgers.

Inspirational England captain, Old Trafford idol and media darling. That David Beckham is so popular at the moment that slapping his mohicanned face on cyanide-filled buns would still see them sell like hot cakes. So shifting a footie game endorsed by the man they call Mr Posh should be, er, a piece of cake as well.

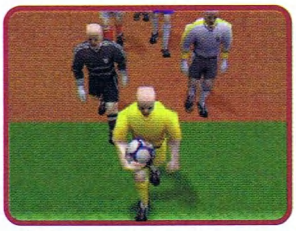
Rage's previous foray into the crowded world of PlayStation football was strangled between the *FIFA* merchandising monster, the masterly *ISS* and the frequently forgotten poor little *UEFA Striker*. But that isn't going to happen with this game, as the mere mention of Beckham generates more interest than the fact that his wage packet is deposited straight into a Swiss bank account.

... Play a long ball over the top and watch your strikers spin to flick it...

DE-THRONED

David Beckham Soccer not only features the usual match modes, but also includes training areas where you can sharpen your skills under the expert eye of Becks. Then, once you can ping the ball 40 yards with the same ease with which he shops for sarongs, you can take on the entire world, with over 200 club and international sides.

The football might lack the fluid passing of *ISS* but it beats the ice hockey insanity of the later *FIFA*s. Play a long ball over the top and watch your strikers spin to flick it on, but drive it too hard towards them and they won't be able to control the rocket, leaving the opposition free to intercept it. Even with great atmosphere generated by flare throwing, flag waving crowds, and the semi-hysterical combination of Jonathan Pearce and Big Ron Atkinson on commentary duty, *DBS* might not eclipse *ISS*, but ooh look whose name is on the box!



▲ It's that scary bald Italian ref again.

▲ Take a bow or hide your face when the ball flies into the onion bag.

Softography

These guys have also made...

Incoming	68%
Savage Arena	60%
B-17 Flying Fortress	89%
Expendable	55%
Wild Wild Racing	78%
Hostile Waters	92%

GOOD COP BAD COP

Real player names, real teams from the real world, and a solid game engine offers some promise.

Scary faces, dated graphics and clumsy AI mean that it might not be able to cut it among the big boys.

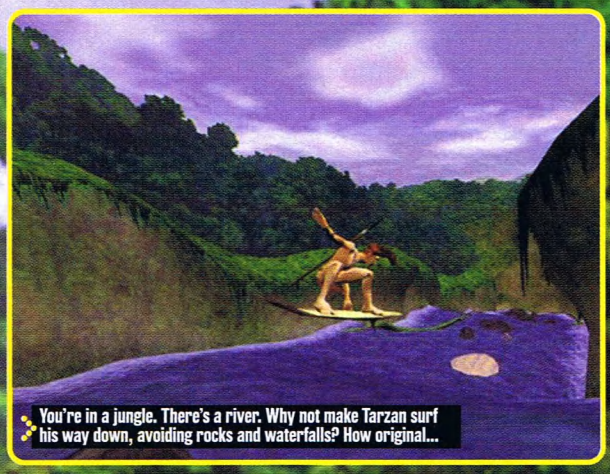
WHERE IT'S AT

The basics are all in place, but it still needs a good polish before *DBS* appears on the shelves in November.

DISNEY'S TARZAN FREERIDE

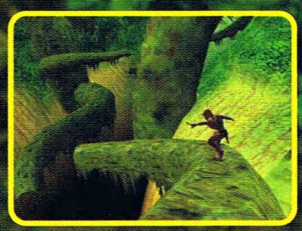
OUT: NOVEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: DISNEY INTERACTIVE PUBLISHER: UBI SOFT SPECIAL FEATURES: DUAL SHOCK 2 OTHER FORMATS: NONE CALL: 01932 838 230 PLAYERS: 1

The apeman takes a big leap off a cliff, heading for a small pool. We think there are better places to bungee – he's gonna hit that tree.



You're in a jungle. There's a river. Why not make Tarzan surf his way down, avoiding rocks and waterfalls? How original...

▲ Take a look at the scenery in the background. Even the sky looks cool.



▲ More standard jungle action, sliding down the vines of giant plants.

Disney's Tarzan Freeride

It's a jungle **out there**. So that means lots of **vine swinging** and **rapids riding,** then.

Tarzan is back in the jungle and this time he's not just beating his chest.

Instead Disney's new platformer *Tarzan Freeride* sees the ape-man learning to perform loads of extreme sports tricks around the jungle. Radical.

Although he spends some time exploring the jungle, Tarzan also takes up bungee jumping, surfing and water skiing. Riding through the water, Tarzan has to avoid evil animals and pull off some fancy tricks if he wants to open up new levels, find new characters, and earn some more lives.

With 15 levels of fast action it should prove to be quite a fun adventure, at least. And it looks pretty special too, with lush graphics and vast areas of jungle providing fantastic backdops for the game.

It also features all the famous characters you'd expect to see, including Jane. Apart from *Toy Story 2*, Disney aren't known for top platforming action, but this sounds original.

GOOD COP BAD COP

Lush graphics and gameplay that mixes stealth with action, from surfing to bungee jumping.

Tarzan on PSone was far too easy. Let's hope this fast paced adventure won't be over too soon.

WHERE IT'S AT

The final touches are being made at the moment, with the final release date scheduled for November.

PREVIEWER: Nicola Kneale

OUT: NOVEMBER FORMAT: DC PRICE: £30 DEVELOPER: HITMAKER/SEGA PUBLISHER: SEGA SPECIAL FEATURES: VMU OTHER FORMATS: TBC CALL: 08456 909 090 PLAYERS: 1-4

Virtua Tennis 2

We **went mental** for the **first** *Virtua Tennis*, so we might **lose the plot** over this.

Despite its all-too brief lifespan, Dreamcast was (and is) home to some killer games, many of which PlayStation 2 has yet to match.

Last year's *Virtua Tennis* was one such title. Arguably the most addictive and best sports game ever conceived, it received a whopping 94% back in issue 98.

Its sequel isn't quite as revolutionary as the original, but it's not without some significant improvements. All the best bits from the first game have been included, and you now have the opportunity to play as female players too, such as the Williams sisters.

The control system has been slightly tweaked in this update, allowing you to swerve the ball during serves, and there's a wider range of flash shots that you can pull off when you find yourself in an awkward position. (Remember that classic between-the-legs shot from the first game?)

It's now also possible to create and train your own players in the improved World Circuit mode, adding more depth to the single-player game. *Virtua Tennis 2* is due for release at the end of November.

The gameplay is much the same as before, just with a bit of tweakage thrown in.

▲ The Williams sisters are the biggest female names. No Anna Kournikova, sadly.

GOOD COP BAD COP

New and updated version of one of the finest console games ever. And they've ditched those manky teeth too.

Usual sequel syndrome: it's not really adding much to the original game other than just a few tweaks.

WHERE IT'S AT

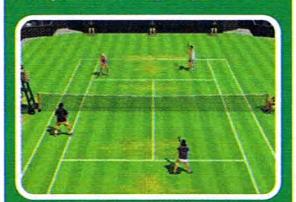
The game we've played looked just about finished, so it's bang on schedule for a November release.

Doubles!

Virtua Tennis was one of the best ever multi-player games and its sequel promises to be no slouch. Now play mixed doubles.

▲ With female players included, the full complement of matches are on offer.

▲ Don't forget to stock up on Robinson's Barley Water before getting started.



▲ New balls please. We feel so much better for having said that. Cheers.

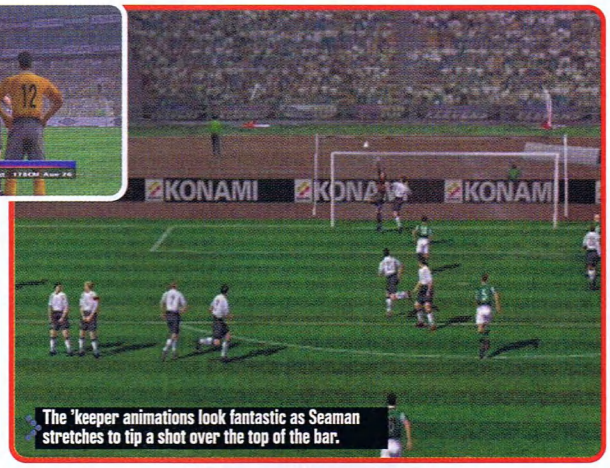
PREVIEWER: Oliver Hurley

OUT: NOV (TBC) | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: NONE | CALL: 020 8582 5573 | PLAYERS: 1-8

PREVIEWER

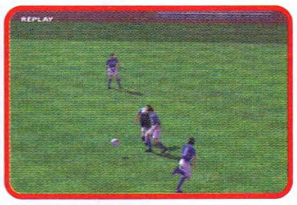
Alex Cooke

Chaos ensues in the box as the ball ricochets off the defender's leg. Heskey



The 'keeper animations look fantastic as Seaman stretches to tip a shot over the top of the bar.

▲ Classic sides will be unlockable.



▲ It couldn't look much more realistic.

Pro Evolution Soccer

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

The **three letters** might have gone but the **quest for spherical success** on the field lives on **without them.**

Looks Familiar!

After the scary *FIFA* faces, these players are instantly recognisable – near spitting images of the real thing.

▲ Eleven lions ready for action, complete with their new haircuts. Don't they look lovely? Quick, get the camera.

▲ Scholes scores again for England. And doesn't the little ginger nut look like his real-life counterpart?

▲ It's a shame the licence only covers real European player names. There are lots of Latin American stars too.

Side Show!

Along with the plethora of international teams and the dream team building Master League, there are new additions on the roster. From the Premier League to the Primera Liga via Serie A, the Bundesliga, and the SPL, all the top teams from around the world are included and staffed with their latest line-ups.

▲ All the major teams from around the world are here and, for strange some reason, so are West Ham.

▲ The Master League allows you to convert your wins and goals into cash to buy better players.

Football is a simple game. No Tactics Truck, no Pro Zone, no adverts – just 22 men, a football and maybe a few jumpers if you're unlucky.

But refine this simple sport into a playable game and the whole world will be yours. Konami did it with the *ISS* series, and now they look to have taken another step close to perfection.

The history of the *ISS* series has been more confusing than an *X-Files* conspiracy. On one side is the arcade-style game that appeared on N64, while on the other is the realistic KCET (special branch of Konami) produced *Evolution*. Both are loved, but it is the serious sim that has enthralled audiences. So finally, after months of being teased with the Japanese version of *ISS*, *PES* is imminent.

... The keepers dive convincingly, and so do some of the players...

Softography

These guys have also made...

ISS Pro Evolution 2	96%
Metal Gear Solid	94%
Castlevania	82%
Silent Hill	92%
Rakuga Kids	72%
Ring of Red	84%

SWEET STRIKE

Playing is still all about passing the ball, waiting for the opportunity to strike, then lashing a 30 yarder into the box – only now even more realism has been injected. Players mis-control passes, the ball bobbles around in the box, deflections create chances and long balls lead to goals. This isn't just a football sim, it is probably the closest thing to reality.

The step up from the grey to the black box has also seen an amazing improvement in looks. Each shot is struck with such a fluid motion it could fool short-sighted relatives into believing it was a real goal. The keepers dive totally convincingly, and so do some of the players. The stadia and weather have also had some serious attention but, at this early stage, don't look as convincing or plentiful as in other PS2 titles, like *FIFA*.

In a market that's still lacking a killer football game, *PES* looks like being the one to wait for.

Half time highlights show the best of the action that's just taken place. Bergkamp

GOOD COP BAD COP

Amazing animation, previously unmatched realism and a supremely enjoyable game to play. Excellent.

Butistuta? Revon? *PES* only has the European licence and doesn't have enough teams to please the purist.

WHERE IT'S AT

The grass has been mown and the nets are up, but the *ISS* series has a habit of being delayed. We'll wait.

OUT: OCTOBER | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** CDV | **PUBLISHER:** CDV | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX | **CALL:** 0208 880 4145 | **PLAYERS:** 1

You have to protect these floating islands against a huge alien invasion.

This bloke looks more like a World War 2 pilot than a levitating wizard. Weird.

▲ Forget David Blane. This wizard can build power stations and factories.

▲ Produce bi-planes and zeppelins and shoot down the evil aliens. Good work.

Project Nomads

The **aliens are attacking** and only a **levitating wizard** can stop them. **Oh no...**

PREVIEWER: Tom East

The wizard in *Project Nomads* sounds more skilful than Harry Potter. He can cast spells, levitate, drive huge flying machines around, and even build monstrous power plants.

Playing as the wizard, you must defend some floating islands against an army of invading alien insects. It's a bit like a beardy *C&C,* as you use your magic powers to build factories and power plants to produce flying machines, bi-planes and zeppelins. Then, when the building is over, you control the vehicles and slap the alien scum with your spells.

Project Nomads looks so good that it won the best PC game award at last month's ECTS (Europe's biggest games show) in London.

GOOD COP BAD COP

It beat games such as *Unreal Tournament 2* to the top award at this year's ECTS, so it must be good.

Wizards casting spells in a realtime strategy game? *Project Nomads* sounds suspiciously beardy.

WHERE IT'S AT

It looked good at ECTS and should be released at the end of the month. Watch out for our review next issue.

OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** RAGE | **PUBLISHER:** RAGE | **SPECIAL FEATURES:** DUAL SHOCK 2 | **OTHER FORMATS:** NONE | **CALL:** 0151 237 2200 | **PLAYERS:** 1-2

Do the Congo!

Hope *Colin McRae Rally 3* is as good as this. Jump in a Renault Megane, put the pedal to the metal and speed around The Congo.

▲ No fiddling about with gear ratios. Just jump in and burn down the straight.

▲ It may not look as cool as *GT*'s Aston Martin, but the Megane is fast.

▲ Let's see that again. Obviously, the replays aren't as good as *GT3*'s.

PREVIEWER: Tom East

GTC: Africa

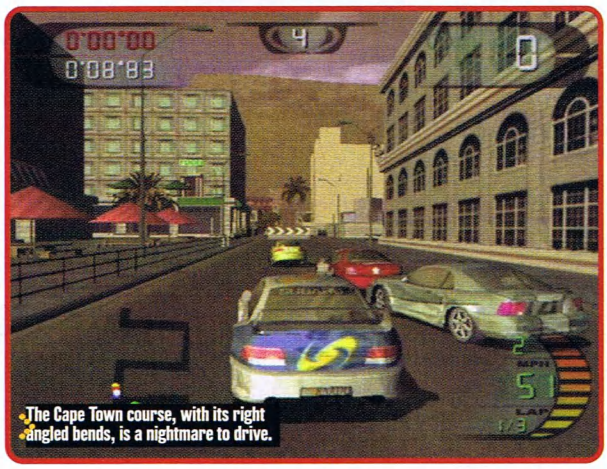
Jump in a Subaru and get ready to **speed through the Sahara.**

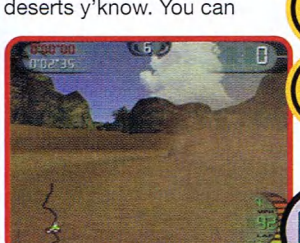
There won't be snow in Africa this Christmas time. Wise words indeed. But there will be plenty of cars.

Yep, this winter Renaults, Mitsubishis, Fords and loads more motors will be racing along in the African leg of the *Global Touring Championship* on PS2.

You can pick from six racing teams, but it doesn't matter which one you choose as they all have access to the same motors. Then, once you've chosen your car, you can go for a spin in the Sahara. Don't choose the in-car view though 'cos sand will spew up in your windscreen and you won't be able to see a thing. Argh!

But Africa is not all sandy deserts y'know. You can cruise around the streets of Cape Town, drive through the jungle in the Congo, and there's even a challenge that's set in the icy mountains. While it may not look as flash as *Gran Turismo 3*, the cars are just as fast. Promising.


The Cape Town course, with its right angled bends, is a nightmare to drive.


▲ The in-car view is useless in Kenya.

GOOD COP BAD COP

The cars are faster than many *GT3* motors and you can really floor it around the desert in these beauties.

The Cape Town track, with its right angled bends, is really irritating as you can't build up any speed.

WHERE IT'S AT

Only three tracks were available in this demo, but they all looked finished. We'll review *GTC: Africa* next month.

After 59 superb issues of N64 MAGAZINE we wanted to make the 60th issue the best yet.

Thing is, we got a bit carried away.

FORMERLY KNOWN AS N64 AMAZING NEW LOOK!
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It's true! Gamecube super-sequel reveals staggering new direction!
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INCLUDING
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NGC MAGAZINE

The Nintendo mag you've been waiting for.
100% unofficial Gamecube and GBA coverage.
All you need to know, every month.

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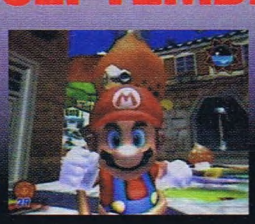

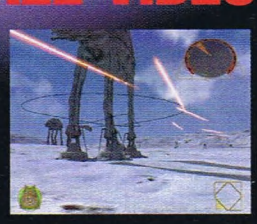

GamesMaster

TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES!

TIPS MISTRESS

Hello there! Code Girl here. I'm here to bring you the very finest cheats, codes and game busting guides every issue. If you've got some ace tips up your sleeve, or if you're tearing your hair out with a game, drop us a line, and send it in with the coupon (or a copy) on page 59. And remember, cheating makes you more attractive. And cool.

Code Girl

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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MARIO KART SUPER CIRCUIT

TRACKTASTIC GUIDE TO THE BEST GBA GAME YET!

TOP TIP

TIPS EXPRESS
LATEST CHEATS!

CONSOLETATION ZONE
YOUR QUESTIONS!

MASTER CLASS
YOUR TIPS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.54

TIPS EXPRESS

Welcome to the hottest tips in the world! Code Girl sifts through tons of **game-busting code to bring you the latest** cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN..THE LATEST GAMES BUSTED WIDE OPEN. THE LAT

TANK TROUNCING TACTICS!

TWISTED METAL: BLACK

CREATE EVEN MORE EXPLOSIVE CARNAGE!

If you can't get enough carnage, you're sick in the head. And if you're sick in the head, you need some therapy. Exploding open more arenas and more weapons should help you get it out of your system.

▲ Let off a missile, sit back, and enjoy.

▲ Beautifully explosive firework effects.

Change Camera – press and hold SELECT, then press ↓. To switch between horizontal and vertical, press and hold SELECT, then press ←.
Convert Weapons into Health – hold all four shoulder buttons and hit △, ⊗, □, ○.
Decipher Minion – to understand what Minion's codes mean on the load screens, match the number with its corresponding letter, where A=1, B=2 and Z=26.
Different Weapons Display – press and hold SELECT, then press → during gameplay.
Infinite Ammo – press and hold all of the shoulder buttons, then press ↑, ⊗, ← and ○.
Invincibility – press and hold all four shoulder buttons, then press →, ←, ↓, ↑.
Mega Machine Guns – press and hold all four shoulder buttons and press ⊗, ⊗, △.
One Hit Kills – press and hold R1, R2, L1, L2 then quickly press ⊗, ⊗ and ↑.
Open Freeway Level – get 10 Kills in Survival mode in the Snowy Roads arena.
Open Mini-Suburbs Level – get 10 Kills in Survival Mode in the Drive-In arena.
Unlock God Mode – hold all shoulder buttons and rapidly press ↑, ⊗, ←, ○.
Unlock Minion – beat Story mode with all starting characters, plus Manslaughter, Warthog, Yellow Jacket and Axel.

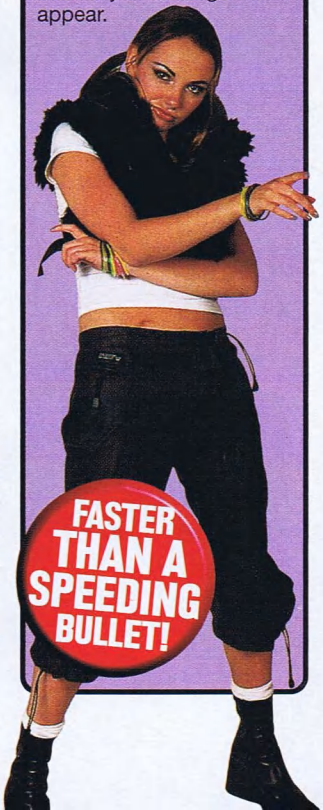
SPEEDY CIRCUITS

XG3 EXTREME G RACING

▲ Like your racers fast and futuristic? You're in the right place.

Can you handle the G-force? If you're hard and reckon you can, these cheats'll let the game give you a run for its money.

Unlimited Turbo – go to the the title screen. Press R1, L1, R2, L2, R1, L1, R2, L2. When the code is entered correctly you get a message confirming entry.
Unlock All Tracks – go to the main menu and press L1, L1, L2, L2, R2, R2, R1, R1, then L1, R1, L2, R2. If the code is entered correctly a message will appear.



FASTER THAN A SPEEDING BULLET!

PINK POWER

KIRBY 64: THE CRYSTAL SHARDS

NO MORE EATING, JUST START CHEATING!

▲ Row merrily down this stream, but watch out for the waterfall ahead!

▲ The pink ponce is going to scoff the lot now.

The big fluff ball can't get by without a little help from his friends, and you can't get by without these cheats from us. Good job we're here to help then, eh?

Unlimited Lives – once you've beaten a level all the crystal shards will turn to blue stars. Go back to a previous level and collect them. Once you have, pause the game and select Try Again. Go back to the level and repeat until you've enough lives.
Boss Battle Mode – complete the game after collecting every crystal to receive 100%, and you will unlock the Boss Battle mode.
Movie Viewer Mode – complete the game after collecting every crystal to receive 100%, and you will unlock the Movie Viewer mode.
Sound Test – complete the game once to unlock the Sound Test option.

GALLOPING GRAPPLERS!

FIRE PRO WRESTLING

ALL THE PRIZE FIGHTERS UNLEASHED IN THE RING!

This great Japanese wrestler is no picnic, but to have your cake and eat it, enter the following code to unleash the whole line-up:

Unlock All Wrestlers – edit a player. On the name entry screen, go to Name Entry and begin editing the name. For the nickname, put 'all'. For first name enter 'style'. For last name put 'clear'. Put Exchange to Off and, at Middle, enter a space. Then press Start and return to the main menu. All wrestlers will be unlocked and ready for you to play as now.

▲ All your psyching up moves get the crowd going crazy. You are the star of the ring.

▲ Slam this fella down on the mat then get stuck into the other two. You rule!

GET YOUR MUSCLES WORKING!

CARRIER

SERIOUSLY STRONG WEED KILLER!

▲ You just don't know who's infected and who isn't. It's like *Night of the Living Dead.*

▲ Ever feel like a paranoid android?

Scarier than any Triffids or Venus Fly Traps we've ever grown, you'll need all the help you can get to wrestle the stems of these weeds from round your windpipe. A load of bombs? Ah, that'll do nicely.

Infinite T-7 Bombs – most boxes of T-7 bombs that can be found throughout the game will regenerate the bomb that they contain after you collect it. Simply open the box, collect the bomb, close the box, then open the box again and repeat. A maximum of 20 T-7 bombs can be carried at once.

▲ That's the most evil looking weed we've ever seen.

▲ Looks like some heavy stuff's gone down here.

BABY YOU CAN DRIVE MY CAR!

LE MANS 24 HOURS

How to see the end of a full 24 hour race? Drink gallons of coffee and cola? Stick matchsticks in your eyelids? Ugh, no. Skip 23 hours in between with the help of a few cheeky passwords, and get all the rewards for finishing without tackling the endurance. Love it.

See the Credits – enter your name as Heiney at the Championship mode screen.
Unlock All Cars – enter your name as Aco at the Championship mode name screen.
Unlock All Championships – enter your name as Numbat in the Championship mode name screen.
Unlock All Tracks – enter your name as Speedy at the Championship mode name screen.
Unlock Le Mans – enter your name as Wombat when you're at the Championship mode name screen.

RACE TILL YOUR EYES BLEED! 24 HOUR CHEATAGE!

▲ It's a long old race that you begin at the first light of dawn...

▲ ... And continue driving right until through the night. Roads are a bit quieter then, mind.

HACKERS PARADISE

ALONE IN THE DARK THE NEW NIGHTMARE

Get your hands on an X-plorer cheat cartridge to use these codes.
Infinite Health – 34315AOEE430
Infinite Ammo for All Weapons – 842615458D9D
Ammo Increases – 742615419D8A
Customised Revolver Ammo – 3431581ED205
Triple-Barrelled Shotgun Ammo – 34315806E22D
Rocket Launcher Ammo – 3431583ED2E5
Grenade Launcher Ammo – 343159D7D3FC
Plasma Cannon at 100% – 3431582EE212
Photoelectric Pulsar at 100% – 3431580EE25C
Magnesium Flare at 100% – 34315836D274
Lightning Gun at 100% – 343159DFD3D7

BE A BMX STUNT BANDIT!

DAVE MIRRA FREESTYLE BMX 2

▲ Get a load of you, trickster. Bet that's gonna hurt when you land, though.

Unlock All Bikes – enter the following code at the main menu: ↑, ←, ↓, →, ↓, ↓, →, ↓, ↓, ←, ◎.

Unlock Amish Boy – enter the following cheat at the main menu: ↑, ←, ↓, →, →, ←, ←, ↓, ↑, ←, ◎.

Unlock Colin Mackay's Competition Outfit – go to the main menu and press ↑, ↓, →, ↓, ↑, →, →, ↑, ◎.

Unlock Dave Mirra's Competition Outift – go to the main menu and press ↑, ↓, ↑, ↓, →, ←, ↑, ↑, ◎.

Unlock Joey Garcia's Competition Outfit – go to the main menu and press ↑, ↓, ↑, ←, ↓, →, ↓, →, ◎.

Unlock Kenan Harkin's Competition Outfit – go to the main menu and press ↑, ↓, ←, ↓, ←, ↑, ↓, ↑, ◎.

Unlock Leigh Ramsdell's Competition Outfit – go to the main menu and press ↑, ↓, ↓, ←, ↓, ↓, ↓, ←, ◎.

Unlock Luc-E's Competition Outfit – to unlock this rider's outfit, go to the main menu and press ↑, ↓, ←, ↓, ←, →, ←, ←, ◎.

SEE THE TOP STUNTERS IN ACTION!

A QUEST FOR VENGEANCE!

GANGSTERS 2

Crawl the sprawling metropolis to corner the gangs who murdered your father.

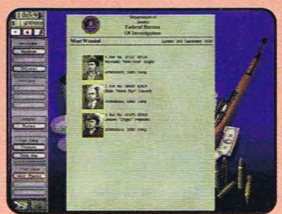
Get All Spy Reports
To get spy reports on all the gangs in the game, change your gang leader's name to 'bangagong'.
Only Five Star Specialists
To hire only five star specialists, change your gang leader's name to '>-00-<'.

INFO TO NAIL THE BAD GUYS!

▲ The rozzers will be on your tail now that you've started that fire.

▲ Ah so, what weapons do we have. Erm, quite a few actually. Let's go.

▲ The cinematic effects are nice enough to make concrete slippers comfy.



▲ It takes a leaf from *Goldeneye*'s book in the design of this interface.

DIGIMON WORLD

Twiddle your cheating fingers round these Action Replay codes

Have All Attacks –
3016C850 00FF
3016C851 00FF
3016C852 00FF
3016C853 00FF
3016C854 00FF
3016C855 00FF
3016C856 00FF
3016C857 00FF

TIPSTER

Martin Kitts

The Guide

LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

Mario Kart: Super Circuit

We bring you the ultimate guide, full of tactical tippage and sneaky shortcuts so you can master the best karting game ever. Gentlemen, start your engines and prepare for a turbo start, as Mazzer and co drive you through each track on every cup. Woo-hoo!

The Basics: Turbo Start

1 Hit the accelerator halfway between the second and third lights on the line for a turbo-assisted start.
2 This turbo start can propel you from last to first place in an instant.

Turbo Drop

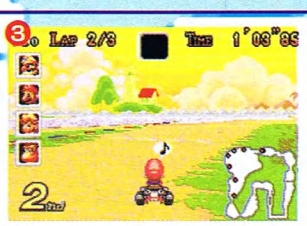
1 When Lakitu fishes you back onto the track after you fall off, hold the accelerator down when your kart is about two wheels width above the track.
2 You'll restart at full speed now. Beware though, if you hold the accelerator down too early you'll do a wheelspin, losing vital seconds.

Corner Turbo

1 On wide corners, get a turbo boost by powersliding without altering direction.
2 Slip in from the outside to maximise sliding.
3 On 180° bends, skim the apex. Straighten up, release R, and the turbo will kick in.

Spin Save

1 A wobbly kart is close to spinning out
2 You spin-out due to ice, rain, fire, bananas, obstacles, or steering too hard.
3 Brake as soon as you wobble and listen for a whistle to signal that everything's okay.



Maintaining Speed

1 When you hit something on the track, including the track walls, you'll lose speed.
2 To prevent this, hit R to hop as soon as you collide. If nothing too big is in the way, you'll pass the object without losing much speed.

Evasive Action

1 To collect or avoid an object, press the D-pad in the opposite direction to where you want to move, and quickly hit R.
2 You'll dive sharply to the other side, about a kart-and-a-half's width across the track.

Avoiding Shells

1 When a red shell is on your tail, you'll see it behind you for a second or two before it connects.
2 This will give you time to either collect and drop a power-up, or slide very close to a trackside wall so the shell bounces harmlessly away.

Item Dangling

1 Every time you collect a shell or banana, hold L to make it dangle behind you.
2 You'll have a barrier against attacks, and any karters that get too close will take a hit.
3 Hold a second power-up in reserve too.

Item Dropping

1 Three types of power-up have a second function. Red shells can be dropped like bananas by holding Down on the D-pad while releasing L, and green shells can be shot behind you in the same way.
2 Bananas can be tossed onto the track ahead by holding Up, although you'll need luck to get anyone with them.

Nobble the Computer

1 Hit the second-place driver on the last part of the last lap, preferably within about 10 seconds of finishing (too early and he'll recover). Either let him overtake you and unleash a red shell, or drive along the computer's racing line and drop a shell or banana. You could be 15 points clear before the final race!

Watch Your Back

1 Get too far ahead of the computer karters and the ones at the back of the pack will start hitting you with thunderbolts and blue shells. There's little you can do to avoid it, but a blue shell can sometimes be shaken off if you skim over a short stretch of water or drive close to the track wall.

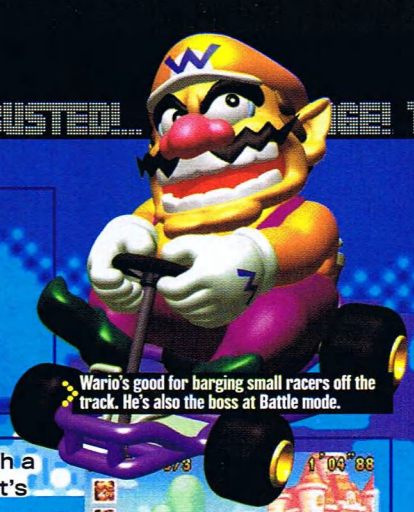
Maximum Coins

1 Coins lie in groups of three across the track, or in three lines.
2 That's so it's possible to get one group or line on each lap, maximising your final total.

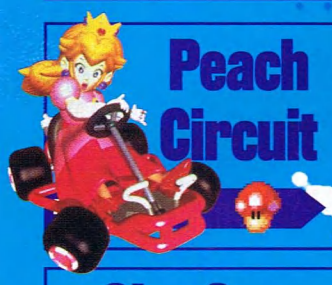
Peach's Racing Masterclass

Racing experience is what separates the ordinary drivers from the world class performers. Here's a shortcut to attaining karting greatness, as we follow top lady racer and tour guide Peach around all 20 of the game's main tracks and their tricky bits. Hold on tight!

- Mushroom Cup
- Flower Cup
- Lightning Cup
- Star Cup
- Special Cup



Wario's good for barging small racers off the track. He's also the boss at Battle mode.



Peach Circuit

MUSHROOM CUP

▶ Peach cuts the corner by powersliding across the grass. In the absence of a mushroom, it saves a second per lap.

▶ Since this is such a wide open track, it's easy for people to target the leader with a shell. Keep a defensive shell dangling behind you.

Shy Guy Beach

MUSHROOM CUP

▶ There's a big stash of coins located on this island, as Peach shows us here. A good course for making sure you beat the target of 100 coins.

▶ Hopping across the gaps in the sand avoids the slight loss of speed you get if your wheels touch the water. Easy!

Riverside Park

MUSHROOM CUP

▶ You can steer just as well in the air as you can on the ground, so you can line up on this boost patch to get the coins.

▶ If you have a turbo boost (and a lot of Peachy luck), you can blast off the end of this pier and ricochet right over to land on the other side.

Bowser Castle 1

MUSHROOM CUP

▶ Keep to the left hand side to grab a line of coins. On later laps, go down the middle to avoid the fireballs.

▶ This course is the easiest to win on out of all the Mushroom Cup tracks. Peach drove with her eyes shut and still managed to get 49 coins.

Mario Circuit

FLOWER CUP

▶ Use a mushroom to blast across this grass, especially in Time Trials.

▶ Don't forget about this little pit lane, which has a line of coins and a turbo boost lying at the end of it. Very handy for totting up the goodies.

Leave a blocky flower in-a my way, would you, eh Titchmarsh? Prepare to die!

Boo Lake

FLOWER CUP

▶ Powerslide over this narrow bridge to cut out the big corner. Get a turbo boost at the end of it by holding down the slide.

▶ On this fork in the road, take the left turn on two laps and the right turn on one, and you'll rack up a massive coin total.

Cheese Land

FLOWER CUP

▶ This course is full of sweeping corners and you can get a powerslide turbo boost at the end of all of them. Just hang on in there...

▶ It's also possible to slide over this rough section – the dry patch in the middle helps you avoid losing speed.

Bowser Castle 2

FLOWER CUP

▶ Slide wide to hit the turbo boost arrows on the sides of this track. They're almost as good as getting a mushroom power-up in terms of speed.

▶ Mind the Thwomp when you hit this arrow. Getting squished is the most costly mishap in the entire game.

Luigi Circuit

LIGHTNING CUP

▶ If you have a mushroom power-up, this corner can be sliced right off. If you don't, it's so sticky that it's not worth taking the shortcut.

▶ Hop to collect this lone power-up without skidding through the puddle behind it. All the other puddles should be hopped over too.

Sky Garden

LIGHTNING CUP

▶ Invincible Peach uses her star-powered speed to take the shortcut ahead, which cuts out a huge corner. Try to take out drivers too.

▶ Hop onto this cloud on every lap, without using a mushroom. You miss the power-ups below but overall it saves you masses of time, so don't worry.

Cheep Cheep Island

LIGHTNING CUP

▶ Hop over the corners of the boardwalk to save time. The faster you're going, the longer the distance you can jump.

▶ For powerslides, the boardwalks have the right amount of grip every time. Burn rubber!

Sunset Wilds

LIGHTNING CUP

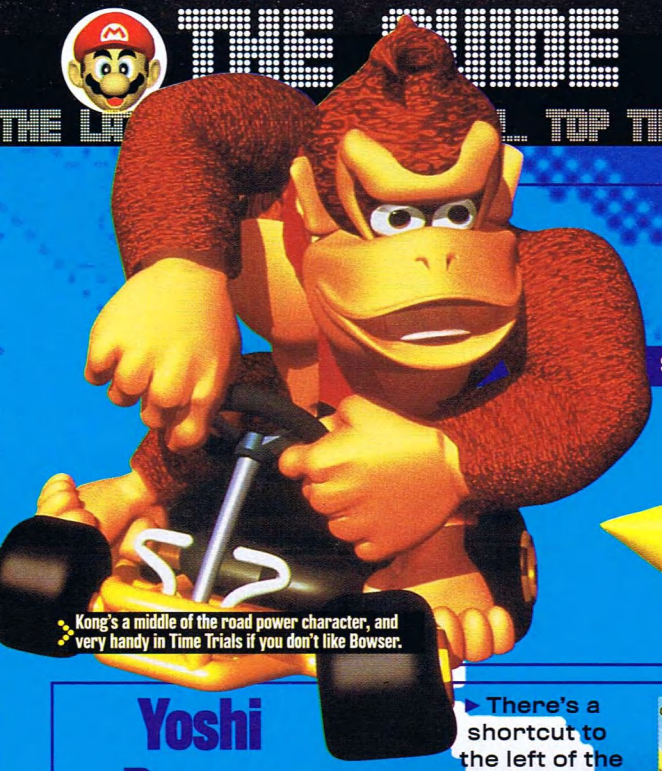
▶ Hop over the small bumps on this track to hit the boost arrows. After hitting the first one, hop again immediately to avoid going airborne.

Snow Land

STAR CUP

▶ Look for this coin-laden shortcut that lies on the left of the track. There are loads of boost arrows on the exit from this lane too. What a treat!

▶ Here's another slippery shortcut on the right, complete with a set of three power-up boxes. Watch those wheelspins though.



Kong's a middle of the road power character, and very handy in Time Trials if you don't like Bowser.

Ribbon Road

STAR CUP

▶ Take these bends nice and tight and you'll hit enough boost arrows to send you into orbit (well, almost).

▶ Peach demonstrates a killer technique: fire shells on the finishing straight and they'll rebound to hit your pursuers.

Yoshi Desert

STAR CUP

▶ There's a shortcut to the left of the second oasis – a small hidden jump that will save you loads of time if you get it right.

▶ The sandy areas can be tackled with a cheeky powerslide-cum-turbo boost to get a sneaky advantage over the other drivers.

Bowser Castle 3

STAR CUP

▶ Peach admires the floating MagiKoopa on the left, a character removed from the N64 version. We think he's just scenery.

▶ This big corner is so easy to powerslide around. If you haven't performed a corner turbo yet, this is the place to get some practice in.

Lakeside Park

SPECIAL CUP

▶ Here's where you can build up a massive amount of speed. First, powerslide very close around the inside of this big 180° corner...

▶ ... Get a powerslide boost, grab the coins, skid along the turbo arrows, and fly over the distant tree on the other side. *Maz Kart* magic!

Broken Pier

SPECIAL CUP

▶ A few of the corners, like this one, have handy jump bars attached to them so you can cut off small sections, shaving off vital seconds.

▶ Like the last haunted track, there's a big shortcut along a bridge. This one's longer and narrower, but well worth risking.

Bowser Castle 4

SPECIAL CUP

▶ This hazardous section of track is patrolled by Paratroopas. Plot your route through, avoiding them while you're airborne.

▶ The pools of lava along this straight can be cleared easily with a hop, so you don't have to tussle with the computer karters over space.

Rainbow Road

SPECIAL CUP

▶ You can cut almost every corner by sliding into the bouncy trackside walls, as Peach demonstrates here.

▶ Finally, bounce your way onto the narrow floating bridge ahead, which is festooned with a series of turbo arrows. That's an instant lap record!

Secrets and Bonuses

Unlocking the SNES Tracks

There are 20 bonus courses to unlock from the original SNES version. Here's how it's done.

1 Win GP Cups – pick a GP on 50cc, 100cc or 150cc and collect those gold cups. Don't worry about coins yet.

2 Race Again – race a circuit in which you've already won a cup, but now concentrate on collecting coins. A top three finish is all you need.

3 Get the Cash – the best way to get coins is by collecting as many as you can on the easy first race of each circuit. You'll get over 40 on most.

4 100 coins – You need 100 or more coins when the totals are added up at the end. If you've done that, finished in the top three, and previously won a Gold cup...

5 Congrats! – you've unlocked a SNES circuit. Press L or R on the Course Select screen to switch between SNES and GBA tracks.

6 And Again – play every circuit at every speed to unlock the lot, so if you've unlocked 100cc, play at 150cc and 50cc.

Rankings

The better you do in a GP circuit, the better the ranking you get at the end. Rankings run from A to E, but there are single, double and triple star rankings for outstanding performances too. A few tips...

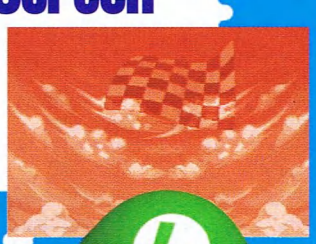
1 Don't Restart – if you're doing badly in a race and decide to restart to have another go, you won't win the best ranking. A star ranking is all or nothing – four consecutive perfect races.

2 Go for Times – when in front, try to get mushroom power-ups for the quickest lap times. When you get close to power-ups, throw unwanted shells and bananas behind you.

3 Forget Coins – your coin total doesn't hugely effect the ranking, so don't waste time. As long as you get 100, which is easy enough, you'll get a star rating if you drive fast enough.

Earn a New Title Screen

▶ Win gold cups at 50cc, 100cc, and 150cc on every circuit and you'll get a new orangey background for the title screen – proof of your achievements.



CONSOLETATION ZONE

Locked in a labyrinth of fruitless searching? Constantly **thwarted on the finishing line** by a dastardly driver? **Let us solve** your gaming probs!

CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YO

QUAKE 3 ARENA

Dear GM,
I have been playing *Quake 3: Arena* now for some time and I haven't been able to find any cheats that work. There is a RASTER 1 command that should unlock the cheats with an extra keyword, but none of these seem to work. I was hoping that you could sort out this problem I have been having so that I can complete the game. I know this takes out all the fun, but it is a game that I am desperate to finish.

BJ, e-mail

Forget about that RASTER 1command – that's a bunch of gibberish. If you want to cheat, load Q3DemoTest, press ~ to display the console, then type "/spdevmap (followed by the name of the map)". After you have bashed in "/spdevmap", enter one of the following map names:

q3dm1
q3dm7
q3dm17
q3tourney2

Now the game will load in single-player mode with the current settings of the bot variables, and the Cheat mode enabled. Type in one of the following codes:

God Mode	/god
All Weapons and Ammo	/give all
All Levels Unlocked at Skill One	/iamacheater
All Levels Unlocked at Skill 100	/iamamonkey
Hidden Sarge Skin	/model sarge/krusade

▲ Now you've unlocked all the weapons, no one will be able to stop you, so grab your favourite gun and start blasting the bots. Eat this, Goat Boy.

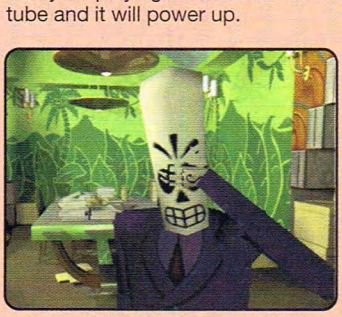
▲ Which idiot said cheating is for losers? We've got our very own personal teleporter, thanks to a spot of cunning cheatage. Cheat codes rule, so there.

GRIM FANDANGO

Dear GM
I've just bought the excellent *Grim Fandango*, but I'm already stuck. I'd like to know how to get the communication machine working at Don's red tube. Help, before I'm sent to an asylum.

Jon Garbett, Solihull

Don't slip on that straight jacket yet. On your way to the machine, Eva will tell you the server is down and take you to the tube system. Once in the room, take the fire extinguisher and speak to the demon. Leave the room and return – the demon will have left now, so you're free to start the machine. Use your playing card on the red tube and it will power up.



▲ Oi, mate. Why the long face? Are you howling because we cracked the tube puzzle? Unlucky.

POKÉMON GOLD

Dear GM,
I've got a question that you may be able to help me with. I'd like to get Lugia, but I don't know where to get the Silver Wing. Can you tell me where it is?

Ross Murray, Fife

You've got a long way to go yet, Ross. Lugia is in Whirl Islands, but you have to make the long trek to Pewter City for the Silver Wing. Once you get there, chat to the old gripper standing near the exit to Route Three. He'll give you the Silver Wing. Now head back to Whirl Islands and take out Lugia with your Electric, Ice, Rock and Dark attacks. Got him!

▲ "Come smell me minty fresh breath, people."

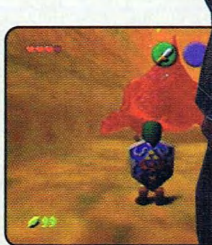
LEGEND OF ZELDA: OCARINA OF TIME

Dear GM,
I'm really stuck on *Legend of Zelda: Ocarina of Time*. I need to find a bomb bag but I can't find one anywhere. I've heard that you can get one by playing Saria's Song to the king of the Gorons, but when I did this all he gave me was a Goron bracelet. Can you please tell me where I can get a bomb bag from?

Jason Traynor, Lanarkshire

Whoever told you to play a song to the king of the Gorons is a right moron. The bomb bag is in a chest in Dodongo's Cavern. Once you've killed the last set of lizard guys in the cavern, a door will open. Go through and you'll find yourself back in the blade room, only this time you're on the top level. Now jump across the gap, climb up the wall on the right and you'll find the chest containing the bag. You can upgrade your bag in Goron City, but you don't have to play a tune. Instead hit the big rolling Goron with a bomb when he is inside the tunnel. Finally, go to the Bombchu Bowling Alley for another upgrade.

▲ Hit her in the pupil when her eyes are open. The baddies all have weak spots.



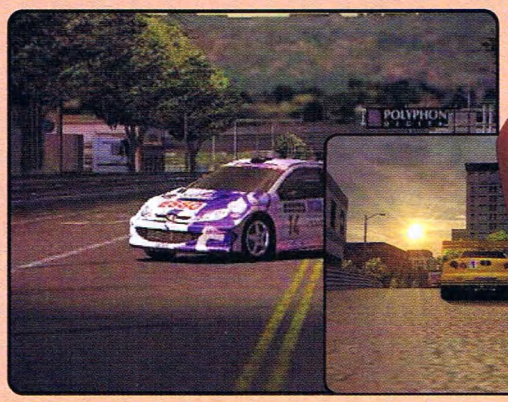
▲ He's flashing red. You've got him there.

GRAN TURISMO 3: A SPEC

Dear GamesMaster,
Are there Formula One cars in *Gran Turismo 3*? If so, could you tell me how to get them using cheats? If not, I'm sure I'll be playing for days before I eventually find them.

Jim Mitchell, Hayes

Days? Months more like. *Gran Turismo 3* is herr-uge and you have to be a demon driver to get the secret F1 cars. Unfortunately rather than being real F1 cars, these are based on old vehicles. But even though they are make believe motors, they are worth winning. You can win four of the six F1 cars (The F867/S, F090/S, F686/M and the F688/S) by winning the Professional F1 Championship race. If you finish first in the Trial Mountain or the Tokyo R246 Endurance Race you will win the F094/H F1 car and, finally, once you've completed the game you will be given the F094/S F1 car. As easy as pie? No, but something to aim for.



▲ Is this guy trying to parallel park? On yellow lines? Ring the road rozzers, quick.

▲ There's a long way to go before you get the F1 cars.

WARIO LAND 3

▲ You've found the flippers, but where is the hidden key for the blue and green chest?

Dear GM
Please help me. I'm stuck on *Wario Land 3*. I've two trouser power-ups, flippers, boots, gloves, the helmet and the feather thing. The hidden man says head for Stagment Swamp. I've found the green and blue chests but not the key to open them.

James Barton, Southampton

The Hidden Figure knows his stuff. Go back to the start of the level, head right and jump into the water. Now swim to the right until you reach a glass container. There is a door beneath the container, so open it, leap out of the water, and head right. Then, if you avoid the flying Octopus', walk to the far right of the room and you will find the key. Now go and find that chest again.

CLASSIC CZ

GRAND THEFT AUTO

Dear GM
I'm really stuck on *Grand Theft Auto*. I know it's old, but have you got any cheats? I am relying on you GM!

Mark White, Lowestoft

Wow. *Grand Theft Auto* is a bit nasty and you're planning to lower the tone even further by cheating? Nice one. Well, we have the cheats that you need. Start a new game and type in the following codes as your name.

5 x Multiplier
EXCREMENT

9,999,990 Points
WEYHEY

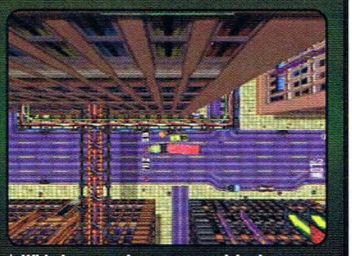
99 Lives
SATANLIVES

All Cities
CHUFF

All Cities (1 and 2)
TURF or INGLORIOUS

All Cities (1 and 2) except Vince City 1
URGE

All Weapons
GROOVY



▲ With these top cheats you can drive in every city from the off. Bash in those smart codes.

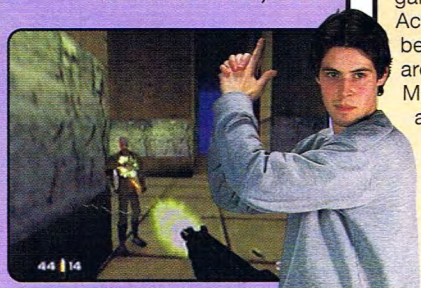
▲ Watch out. There's a criminal on the loose and he's armed with some deadly cheats.

▲ The original is good fun but it looks awful next to the all-new PS2 version, *GTA3*.

GOLDENEYE

Dear GM,
I bought *Goldeneye* last year for my N64 and I've been stuck on the Egyptian Temple for months and months. I have killed Baron Samedi a few times, but I can't reach the *Golden Gun* because there are powerful drone guns and I can't do it. Help me. Give me anything. Please!

James Larcombe, Essex



▲ A bullet through the heart is worth two through the leg. Or something.

Will a full walkthrough do? The drone guns only pop out when you step on booby trapped tiles. If you step on safe tiles you'll be able to grab the gun and complete the level. So move left two tiles, up two tiles, right three tiles, up two tiles, up one tile, left one tile, up two tiles, right one tile. Now open the case and take the Golden Gun. Job done!

ONIMUSHA

Dear GM,
I am really stuck on *Onimusha*. I can't defeat the final boss. Apparently I need something called the Bishamon Sword to defeat him. Give me a clue.

Gianni Notriani, Norwich

You do need the Bishamon Sword and you'll have to go right back to the beginning of the game to find it... Only joking! Actually the sword is at the beginning of the Dark Realm area. After you have defeated Marcellus, go through the door, and refill your magic in the pool. Then use the Bishamon Ocarina on the bone door, go inside and nab the sword. Now for Fortinbras. Use the magic attack until his head drops down, and then smack him over the head. He may grab hold of you when you attack, but if you bash your buttons quickly you should be able to escape and smack him repeatedly until he dies.

▲ Take down the warlords with your mighty sword, slasher. And steal their red cone caps.

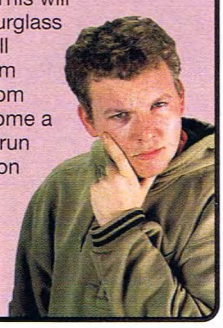
SONIC ADVENTURE 2

Dear GM,
I have recently bought *Sonic Adventure 2* and it is fantastic, but I don't know how to beat King Boom Boo. It's really annoying me 'cos every time I hit him he doesn't seem to take any damage.

Kim Gordon, Hampshire

▲ Super sonic characters with super sonic vehicles. The blue hedgehog is a winner.

King Boom is a wussy who's scared of the light. He's annoying when it's dark as he hurls fireballs at your face. So leg it and, when he's fireballed you, hit the ghost behind him. This will make the hourglass drop, light will enter the room and King Boom Boo will become a shadow and run away. Jump on his shadow, dig until he pops out, and give him a thump.



MASTER CLASS

Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

MASTERCLASS
GamesMaster,
Future Publishing
30 Monmouth St,
Bath,
BA1 2BW.

YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...

TIP OF THE MONTH

YOU'RE A MADCATZ WINNER

Legend of Zelda: Oracle of Ages

GAME BOY COLOR

Get the Level Two Sword. Get the **Poe Clock** from the Poe in the graveyard. Give it to the postman to get the **Stationary**. Go to the Toilet Shack and give the Hand the stationary to get the **Stink Bag**. Go to Crescent Island. On the east shore is a teepee with a Chief inside. Give him the stink bag and he'll trade it for **Tasty Meat**. Now go to the house with the mask salesman (west of Drawbridge near the Nuun Highlands). Trade the meat for the **Doggie Mask**. Give this to Mamamu Yan, who lives near the Black Tower, south of Lynna City. She'll give you the **Dumbbell** in return. Then, in the basement of the middle house in Symmetry City there's a thin man. Give him the Dumbbell, equalling his weight. He'll give you a **Cheesy Moustache** for it. Next go to the east bank of the centre stream in Lyanna City. Give the cheesy moustache to the lad standing on the right. He'll tell you a **Funny Joke**. If you now warp to the past you'll find a depressed guy hanging out alone in his house – just left of the target range. Tell him the joke and he'll give you the **Touching Book**. After you get this, the next time you run into Maple she'll give you the **Magic Oar**. Go to Rafton's shop – east of Lyanna village – and give him the oar for the **Sea Ukelele**. If you go to where your starting point would be in the present, you'll see holes in the ground. Use the Switch Hook and tilted tiles to get across. Move down the coast to find a small shack. The Zora will give you a **Broken Sword** for the ukelele. To mend it, return to Restoration Wall and talk to Patch. He'll make you take part in another fixing ritual (like the one you did to get the Tuni Nut fixed). Once you've completed this your sword will be turned into the **Noble Sword**.

No name given, Devon (write in to claim your prize)

STARCRAFT (PC)

Press Enter, type in the code, then press Enter again to activate them.

Complete Level – there is no cow level
Invincible – power overwhelming
10,000 Resources – show me the money
500 Minerals – whats mine is mine
500 Gas – breathe deep
Reveal Map – black sheep wall
Maximum Supplies – food for thought
Infinite Energy – the gathering
Increase Weapons and Armour – something for nothing
Faster Building – operation cwal
Continue After Level is Complete – staying alive

Tim Barr-Smith, e-mail

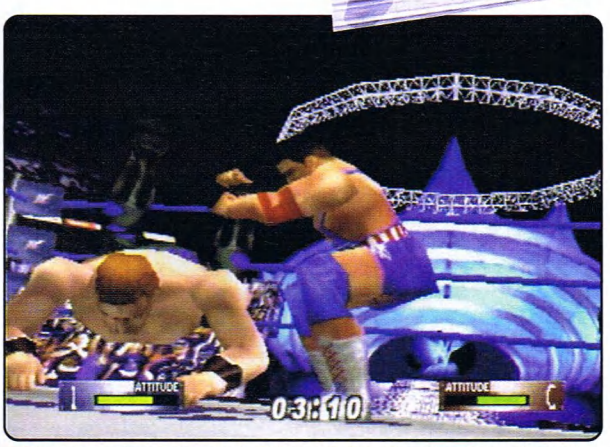
GT ADVANCE CHAMPIONSHIP RACING (GBA)

Before entering the following codes, first hold down L and R on the Start screen.

Go Karts – hold Right and press B.
F1 Cars – hold Left and press B.
All Cars – hold Up and Left and press B.
All Tracks – hold Up and Right and press B.
All Tune-Up Parts – hold Down and Right and press B.

Richard Ward, Surrey

▲ No need to slog your guts out trying to earn all the bonuses when you can simply cheat your way to the top.



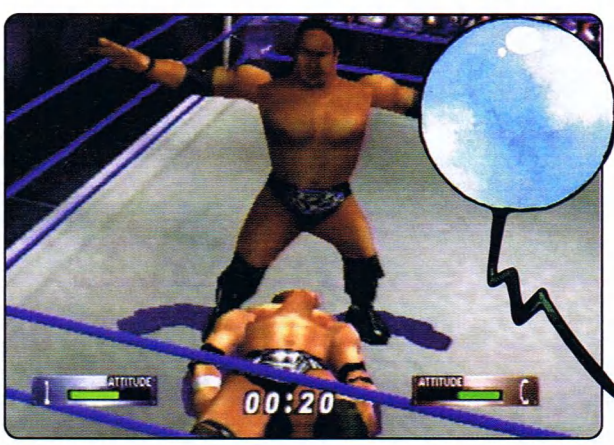
▲ There's no shortage of characters in THQ's ace *WWF No Mercy*. But with the nifty cheats we've got here, you'll be able to add even more – even playing as the ring announcer.

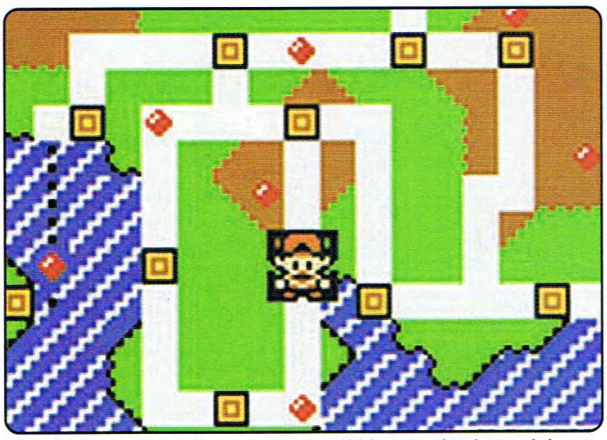
WWF NO MERCY (N64)

Play as King/Patterson/Brisco – when you've got JR, highlight him and press C-Right to circle through the characters.
Play as Fabulous Moolah – highlight Mae Young and press C-Right to find Fabulous Moolah.
Play as Funaki – highlight Taka and press C-Right to get Funaki.
Play as Debra – highlight Terri and press C-Right to play as Debra.
Play as Jacqueline – highlight Ivory and press C-Right to play as Jacqueline.
Play as Howard Finkel/Paul Bearer/Michael Cole – when you have got Earl Hebner (buy him from the SmackDown! mall), highlight him and press C-Right to circle through the characters.
Copy Your Opponent's Taunts – spin the control stick round very quickly to copy your opponent's taunts.
Play as a Secret Character – select Royal Rumble and have 40 characters in it. Don't choose the entrants. Instead select Random. Note: make sure that the Countout option is activated under Rules. When you start, punch someone and climb into the apron. They will knock you out and you will be the next character in. Continuously do this until you have got the character of your choice. Note, you can only play as secret characters until the end of this match.

Ross Mackay, Sheffield

▲ Oof. That's gonna be really painful.





▲ Your Pokédex will be full to bursting point soon, which is no mean feat. Just watch those pesky Pokémon don't escape when it does, or you'll have to start all over again.

POKÉMON GOLD & SILVER (GBC)

Easy Way to Catch Luiga – first get the silver wing from Gold Pewter City/Silver Radio Tower, then get the Master Ball and loads of Ultra Balls. Go to the entrance near Olivine City and go up one ladder and down another and surf until you reach the end of the rocks. Save and surf up to Luiga, using a Pokémon at level 79 or more. Use your Master Ball to get Luiga.
Get a Gold Magikarp – breed a Red Gyrados with a regular one.
Get Two New Eevee Evolutions – when you reach Goldenrod, go to the man who makes your Pokémon happy. Repeat this three times a night until your Pokémon goes up a level. You should now have a new Eevee Evolution. Repeat.
Get Steelix – put a metal coat on Onix then trade him onto another GB.
Get Slowking – put Kingsrock on Slowpoke then trade him over another GB.

Thomas Lloyd, Accrington

BLACK & WHITE (PC)

Funny Trick – during the Tutorial, when your conscience isn't talking, move your mouse in circles and your evil conscience will start spinning his head.
Funny Names – find the files named .txt in the game's directory and edit them with a Text Editor like Notepad to make any names you want.
Unlimited Food and Wood – when you've activated a food or wood miracle, hold the Hand over the door of the village store (not in the middle of it). Now press the Action button (Right on your mouse) very quickly and repeatedly. You will get an insane amount of wood or food for very low mana costs. You can also do the same thing with the workshop to get some wood.
April Fools Trick – on 1 April your monster will leave smiley face footprints in the ground instead of regular ones.

Bhavik Rathor, Middlesex

DAVE MIRRA FREESTYLE BMX (PS)

Night Vision Mode – complete the game with Shaun Butler.
Ghost Rider Mode – complete the game playing with Joey Garcia.
Bike Suspension Mode – complete the game playing with Chad Kagy.
Big Crashes Mode – complete the game with Leigh Ramsdell.
Sticky Crashes Mode – complete the game with Kenan Harkin.
First-person View – complete the game playing with Mike Laird.
Silly Grunt Mode – complete the game with Tim Mirra.
Exorcist Mode – complete the game with Troy McMurray.
FMV Sequences – complete the game with all cyclists.

Lawrie Mewse, Brighton

RAYMAN REVOLUTION (PS2)

Multi-Player Bonus Maps – in the first map, at the Options menu, highlight the Raymanian Language, hold L1 and R1, then press L2 R2 L2 R2 L2 R2. A new menu will appear with the three multi-player bonus maps.
Cheat Menu – from any map, go to the Sound menu and highlight the Mute option. Hold L1 and R1 and press L2 R2 L2 R2 L2 R2. A new Cheat menu will appear.
Baby Soccer – during a game, hold L1 and R1, then press L2 R2 L2 R2 L2 R2. The name of the player appears on the Baby Globox.

Kevin O'Brien, Lincolnshire

▲ Card sharks! Get even more play from the game when you've finished *FF9* proper.

CRASH BANDICOOT (PS)

Access All Levels, 100% Complete Score, Both Keys and All Gems – from the Main menu, access the Password screen and hit the following buttons:
△ △ △ △ ✕ □ △ △
△ △ □ ✕ △ ○ △ △
△ ○ □ △ ✕ ✕ ✕ ✕.

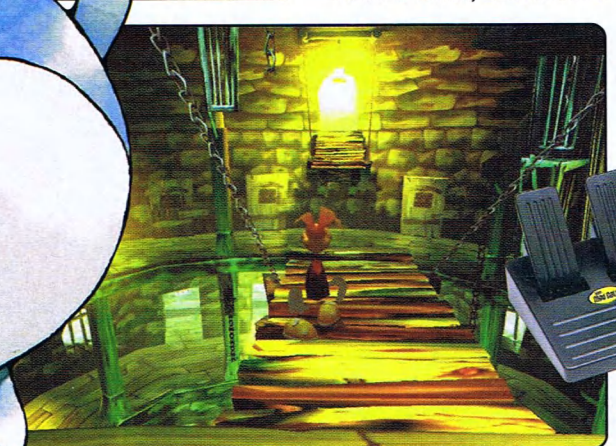
Samuel Tomkinson, Bolton

FINAL FANTASY 9 (PS)

Secret Blackjack Card Game – complete the game and watch the ending. When 'The End' appears, press the following buttons: R2 L1 R2 R2 ↑ ✕ → ○ ↓ △ L2 R1 R2 L1 □ □. You should now hear a noise. Press START to play the bonus game.

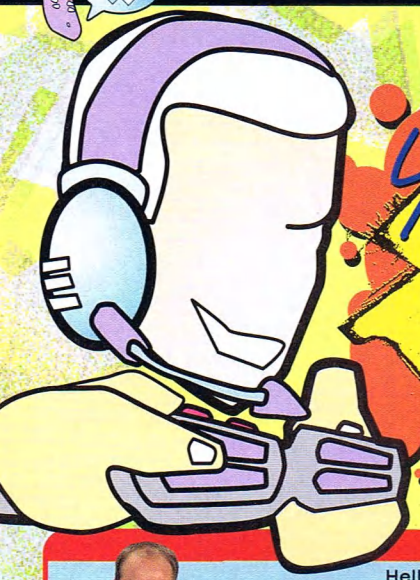
Stuart Woodcock, Birmingham

▲ Are Crash's antics sending you platforming crazy? The later levels in particular will test your calmness, patience and co-ordination to the max, so get yer cheat on!



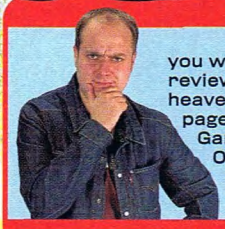
SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...



YOUR SHOUT

THE EDITOR



Hello and welcome to the bit of GM you write! We're after your letters, game ideas, pics and reviews. The best stuff gets top gaming booty. Simply heave all your stuff in an envelope, fill out the coupon on page 59 and heave it all over to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Or, if you're on the net, e-mail: gamesmaster@futurenet.co.uk. Don't forget, we read absolutely everything you send us!

Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 59.

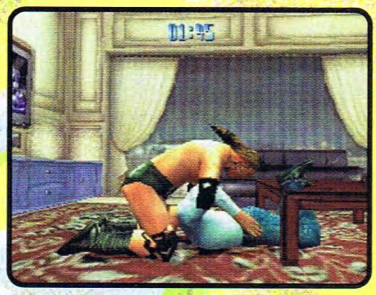
GIVE A DOG A BONE...!

Dear GamesMaster,

First of all I'd like to say that your mag is the mutt's nuts. The other day I was playing *SmackDown!* and I had entered two players into the Royal Rumble so that I would have someone to beat up at the end. It was near the end of the match and my guy and the people's champ were left in the ring. The people's champ was being controlled by my other controller and there was no one controlling him. Just as I was laying the smack down on him, my dog came in, licked the pad and hit me out. Was this just cruel fate, or does The Rock hold power over animals?

Robbie Cannon, Cambridgeshire

Either that or someone's been rubbing Pascoe's on your controller. Anyone else want to admit to being humiliated by a household pet when playing a videogame? Is your cat a dab paw at multi-player Maz Kart? Does your hamster know how to turn the lead bars into gold on Tomb Raider? Send us a pic of them in action! (And no forcing them into it, or we'll give Rolf Harris a call.)



GBA DISMAY!

Dear GamesMaster,

It was the first day of the summer holidays. I woke to the sound of my alarm at 7.30 am and my first thought was, 'which game shall I play?' I decided on *Super Mario Advance* on GBA. I changed from my GBA to DC to PlayStation, breaking only to check the internet for tips. What a great way to spend a day, playing on my favourite games. Before I realised it, it was time for bed... but the excitement did not stop there. My dreams were full of adventures... just like the ones in my games. Hurrah!

Nathan Thornton, Rotherham

Hurrah! Indeed. That sounds like a perfect day, except the part about having to get up at 7.30. And do you get loading delays in your dreams?

THE OLD EXPLODE!

Dear GamesMaster,

I haven't written to a gaming magazine before (I'm 49) but I felt I had to air my opinions somewhere. Do those people who complain about the GBA not being backlit realise how much power that would take? AA batteries wouldn't last very long at all, so in order to have a decent amount of time to play the games it would be essential to buy an AC adaptor, which would defeat the object of a portable machine. What's more, graphics are not the most important things in games. It's nice to see good graphics, but what's the point if you buy it, try it, say 'wow' then bin it? *Dragon's Lair* anyone? Thought not. Lastly, GameCube may 'look like a purple brick' but it looks a lot better than either PS2 (who needs another boring black box?) or the ugly Xbox with that great big 'X' on it – without which it would join the boring black box brigade. That's my rant out of the way for another 25 years!

Linda Badrick, Essex

Respect to the old skool! The GBA screen is a pain to see sometimes, but it beats having to buy batteries every few hours. And as for what consoles look like – it's what you play on 'em that really matters, eh? Talk to you again in 2026.

STAR LETTER

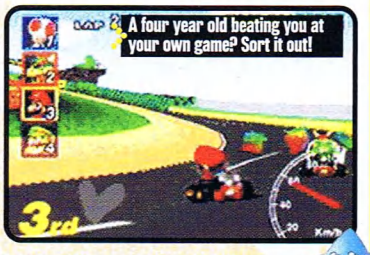
THE YOUTH OF TODAY!

Dear GM,

In GM 111, Matthew Warrell wrote about his 78 year old grandad being really good at games. But what about at the other end of the scale? By niece is four and she can whup all our family at *Mario Kart 64* – and we're not even being nice and letting her win. Occasionally we manage to scupper her on the finish line with a red shell, but the rest of the time she just laughs her head off as she leaves us scrambling for second place. Before she came along and started practising, I was the master, but now she's stolen my crown and has got the best time on one of my Time Trials. Do you think I should tell my big sis to stop her playing so that I can gain the advantage again?

Michael Langdon, Sefton

What is it with you lot? First Robbie Cannon admits that his dog layed the smack down on him, now Michael's happy to admit that his four year old niece can kick his arse on Mazza Kart. No disrespect, but she probably can't even use a toilet yet! Have a look at the title of the mag you're reading – it's GamesMaster, for cripes sake! Does anyone have a younger brother or sister, a pet or an elderly relative that they can mercilessly beat with no trouble at all on any game?



STAR LETTER

GamesMaster

If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

RIP PC?

Dear GamesMaster,

The PC has been a top gaming machine for many years now, and it wasn't even originally designed for it.

But with the forthcoming set of next generation consoles coming out soon, the PC could finally become a gaming machine of the past, and it would return to being just an office machine – game free. It probably won't even be used for gaming when the next wave of next-gen consoles comes around.

Olly Parry-Jones, Bristol

People have been banging on about the death of PC as a games machine for ages. But you only have to look at games like Max Payne to know there's plenty of fight left in it. It'll be a sad day when the most exciting PC game is Minesweeper.

SOLDIER OF FORTUNE

Dear GamesMaster,
As I was flicking through one of my back issues of GM (issue 108) I noticed your Top 10 Game Guns article. The Glock 17 featured is a 9mm semi-automatic, not 19mm as stated. Also the magazine capacity is 17 not 9. Also the Colt Python is not limited to .357 rounds but is also produced to fire .44, .40 and .38 rounds. These may seem like petty matters to your goodselves but, in the interests of authenticity, for future articles you may contact me for information.

Mr JA Clarke, Sheffield

PS The Spas 12 Combat Shotgun is the best on the planet.

I'm sorry, there's no one here to answer your letter at the moment... beep. (Has he gone yet? We're scared...)

THE QUEST FOR JAP RPGS

Dear GamesMaster,
My favourite games are *Suikoden* and *Suikoden 2*, which I have on PSone. I'd like to know if a *Suikoden 3* is being planned by Konami and, if so, which console is it going to be on and when will it be released?

Daniel Holme, Ayr

Good news. Suikoden 3 is out on PS2 in November in Japan.

No news of a UK release yet. In the meantime, here's a pic of the box to gaze lovingly at.

CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p59!

Games For Sale

PlayStation games for sale: *Premier Manager '98* (£5), *PM'99* (£7), *PM2000* (£9), *Tekken 3* (£7.50), or the lot for £25. PC games for sale too, including *The Sims* (£15) and *Airline Tycoon* (£10).
Call Matt on 07764 453 251, or e-mail: beanhead52@hotmail.com

PlayStation games for sale, including *Courier Crisis, World Cup '98, Kamara's Street Soccer* – all £5 each. Or will swap three games and a PSone with one controller and two demos for a PS2 with one controller and one game.
Telephone Michael on 01772 729123.

***Croc* and cheats for sale (£10),** *Rayman* and cheats (£10), *Ridge Racer* (£5), *Beast Wars* (£5), *Soviet Strike* and cheats (£10), or all five and recent cheat book – £10. Will also sell Sega MegaDrive and 12 games (*Global Gladiators, Sonic 2, Sonic and Knuckles, Pac Man, Lion King, Bonkers, Earthworm Jim, John Madden, American Football, Streets of Rage 2, Taz, Aquatic Games, Alex Kidd*) – £70 ono.
Contact Luke on 01296 339 230.

PC and PlayStation games for sale. *Tekken 2* (£10), *Star Wars: Phantom Menace* (£10), *The World is Not Enough* (£15), *The Lost World* (£7.50), *V2000* (£10), *Steel Thunder Accolade* (PC, £5), *C&C: Red Alert* (£10), *Final Fantasy 7* (£15) and *Colin McRae Rally* (£10) – or all for £95.
Call David on 01727 845 899.

N64 games: *Hybrid Heaven, Fighting Force 64, V-Rally '99.* All boxed with instructions. £12.50 each, including P&P, or will swap for *Quake 2, Duke Nukem 64* or *Doom 64.*
Tel 01782 766 740 and speak to Jason.

Games Wanted

I desperately want *Tony Hawk's Pro Skater* and *Crash Bandicoot* on PSone. Willing to pay up to £15 for each one.
Tel 01858 431 829 (evenings), or 07713 648 133, or e-mail: joesk8@hotmail.com

***Final Fantasy 9* wanted.** Will swap with *Time Crisis*, Xplorer cheat cartridge and two cheat books.
Contact Sean on 07752 791 622.

I want *Mario Golf for N64*. Will pay £15. Also want *Tony Hawk's 2* for GBA. May swap *Rayman Advance* for it.
Call 028 7963 2455 and ask for Janet.

N64 American football games wanted. *NFL Blitz 2001* or *NFL Quarterback Club '99.* Will pay for postage. Please get in touch, I am desperate.
Call Stephen on 01202 827 970.

Wanted: *Kirby Superstar* for SNES. Will pay up to £15.
Call 01424 210 320, or e-mail: brockhurstfamily@hotmail.com

I'm trying to find a Game Boy Camera and Printer. I'll pay £10 for them – maybe more – and boost that to £15 if you include promotional Pokémon cards.
Call David on 0191 522 7339 after 4.30 on week days.

***Mario* Game Boy games wanted.** I will pay £7 for any, but I'll pay £10 for *Mario 2.*
Contact Lewis on 01442 211 631.

Games To Swap

I'm looking for a PlayStation 2 with at least one control pad. Doesn't matter about games. Will swap for PlayStation with loads of games, including *GT2, Smackdown! 2, Syphon Filter 2, Tony Hawk's Pro Skater 2, Exploded CD9000, Driver 2,* Game Boy Color with *Pokémon Gold* and link cable and three more consoles, loads of games and a Shock 2 Ferrari racing wheel.
Contact Paul on 01758 701 416.

Will swap *WWF Attitude* (PS) for *FIFA '99* (PS), *LMA 2001* (PS) for *Player Manager 2000* (GBC) or *Championship Manager '99/'00* (PC), and *F1 2000* (PS) for *Gran Turismo* 1 or 2 (PS).
Contact Andy on 07793 253 940 after 4.15pm.

Consoles For Sale

Dreamcast for sale with arcade stick, steering wheel, official lightgun, two controllers, 3 VMUs, keyboard, countless demo discs and 20 games, including *Shenmue, MSR, Sonic Adventure, Soul Calibur, Street Fighter Alpha 3* and *Crazy Taxi.* Some items are in different boxes to the ones they originally came in. Offers taken from £350+.
Call Daniel on 01525 861 817 for more details.

Game Boy Color with green wormlight for sale. *Tomb Raider 4* for DC for sale too – boxed, never played, excellent condition. Four PSone demos and one DC demo. All of that bundled, only £75.
E-mail jezxv@hotmail.com or call 07876 122 574.

Dreamcast for sale with one controller, one VMU, two demos, three mags, Xplorer cheat cartridge, and 12 games, including *Chu Chu Rocket, House of the Dead 2* (with lightgun), *Tomb Raider: The Last Revelation, ECW Hardcore Revelation, WWF Royal Rumble, Bluestinger, Sonic Adventure, Ultimate Fighting Championship, Resident Evil Code: Veronica, Sega Extreme Sports* and *Jedi Power Battles.* All boxed with manuals and in good condition. £320.
Call Dave on 01347 868 607.

Boxed Dreamcast with internet leads and start-up disc, two controllers, VMU and games, including *Tomb Raider: The Last Revelation, Chu Chu Rocket, Virtua Striker 2, NBA 2K, WWF Royal Rumble, Dead or Alive 2, Ready 2 Rumble: Round 2.* Hardly used.
Call Dave on: 07905 372 472.

PlayStation for sale with 19 games, three controllers, Scart lead, two memory cards, steering wheel and pedals. Good condition, games boxed. Games include *SmackDown!* 1 & 2, *Tony Hawk's* 1 & 2, *ISS Pro Evolution 2* and many more – all for £100.
Call James Huxley on 01744 893 511.

Aqua Game Boy Color for sale with six games. Games are *Pokémon Silver, Tomb Raider, The Grinch, Pokémon Yellow* and *Blue, Jelly Boy,* link cable, X-ploder cheat cartridge, two mains adaptors and *Pokémon Gold* and *Silver* guide. Will sell for £120.
Call Karl on 01843 591 285.

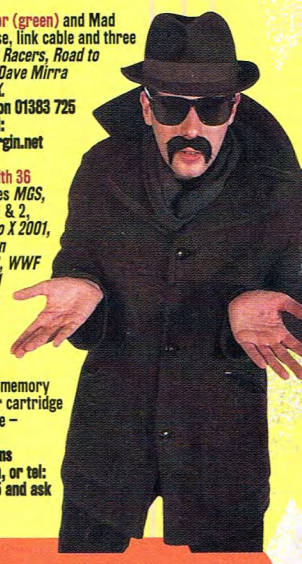
PlayStation with 20 games and demos, control pad, memory card – all for £200.
Gavin Edge, GAO South Dispersal, Gibraltar, BFPO 52.

N64 with two controllers. Perfect condition, seven games, including *Goldeneye, Mario 64, Banjo Kazooie* and *Rogue Squadron.* Will swap for DC or sell for £69 ono.
Call Tom on 01706 222 605.

Dreamcast with one controller, VMU, vibration pack and keyboard. Also 10 games (*Crazy Taxi* 1 and 2, *MSR, Jet Set Radio, ECW Hard Core Revolution, UFC, Shenmue, Sonic Adventure, Chu Chu Rocket* and *Silent Scope.* All boxed as new. £250 or will swap for PS2 with any game.
Contact Phil on 0161 613 7307.

Game Boy Color (green) and Mad Catz carry case, link cable and three games – *LEGO Racers, Road to Eldorado* and *Dave Mirra Freestyle BMX.*
Contact Scott on 01383 725 893, or e-mail: vivie.heir@virgin.net

PlayStation with 36 games. Includes *MGS, Tony Hawk's* 1 & 2, *Driver 2, Moto X 2001, Tenchu 2, Gran Turismo 1 & 2, WWF SmackDown! 1 & 2, GTA, GTA London 1969, Music, FF8, Dino Crisis 2, Hogs of War,* etc. Also, two memory cards, Xplorer cartridge and carry case – all for £320.
Email: gaz_tams @hotmail.com, or tel: 01472 320 545 and ask for Gary.



Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 59!

Male penpal wanted. Aged 11-13 years. You should like the *Final Fantasy* series and/or playing PlayStation. I promise to reply 100%.
David Stephenson, 6 Fulford Close, St Leonards on Sea, East Sussex, TN38 0PN.

Hi people! I'm looking for a penpal male/female aged 11-13 (I'm 12 and male). I own a PS and like *Crash* and *Sonic*. I like Limp Bizkit, Gorillaz, Shaggy and OPM. I like sports and drawing too. You must not be a wrestling freak and you should like *The Simpsons, Tekken, Tony Hawk's* and survival horror. A photo would be nice. Hope to hear from you soon!
Sam Dudley, 2 Herbert Road, Sompting, Lancing, West Sussex, BN15 0JT.

Male/female penpal wanted, aged 9-12. I'm 11 and I like pizza, TV, all 'good' games and, of course, GamesMaster. I don't care what interests you have, so very quickly contact me. 110% reply guaranteed.
Anthony Jones,23 Farnham Road, Fleet, Hants, GU13 9HZ.

Female/male penpal wanted. I'm 11 and you must be aged 10-14. I like PlayStation, N64 and GB. I love *Final Fantasy* and *Zelda*. I also like *MGS*. My favourite music is dance, but I also like Limp Bizkit. Will reply 100%.
Louie Shaw, 13 Hebenton Road, Elgin, Moray, Scotland, IV30 4EP.

Female penpal wanted aged 12-14. 100% of letters will be replied to. I am 13 and enjoy wrestling, basketball, gaming on my PlayStation and the company of young women. I like listening to music like Limp Bizkit, Eminem and Wheatus. A photograph and mobile phone number would be greatly appreciated.
Luke MacKinnon, 27 Coventon Road, Aylesbury, Bucks,HP19 9NB.

Hi my name is Shaun. I am 13 years of age and I am looking for a female penpal (13-14) for a relationship. I'm into computers, technology and I like *South Park*. Must have similar interests. Photo if poss.
Shaun Rigby, 15 Bridgewater Close, Litherland, Liverpool, L21 9NS.

Hi, I am James and I am looking for a male penpal aged between 13-15 (I am 14). You must like *South Park, The Simpsons*, N64 (you must have one), hate pop music and have a good sense of humour. Send a pic if you like.
James Chamberlain, 4 Willow Holt, Sutton on Trent, Newark, Notts, NG23 6QT.

Hi, I'm looking for a male/female penpal aged 13-15 (I'm 14). I like *The Simpsons* and PlayStation and I love anything connected to Lara Croft and *Tomb Raider*. 110% reply guaranteed to all letters.
Amy Turnbull, 19 Ousebridge Drive, Carlton, Nottingham, NG4 3BJ.

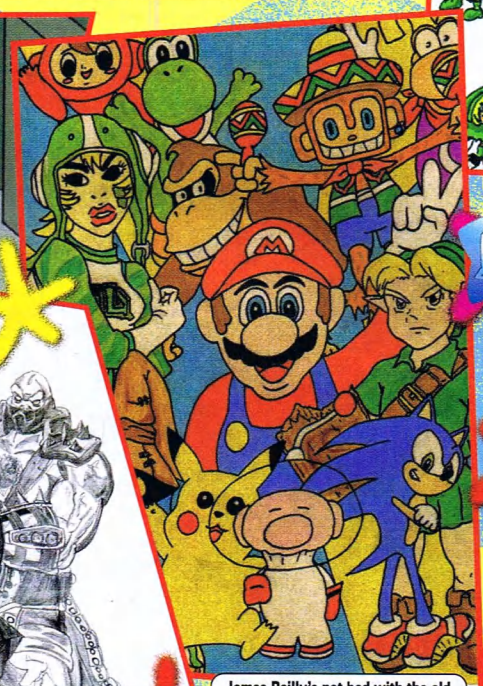
Hey everybody! I'm looking for a male or female penpal aged 10-12. I'm 10. I love *The Simpsons, Friends, Robot Wars* and WWF. Must hate WCW and dance music. I love Blink 182, Eminem and Gorillaz. I also like football (I support Newcastle and Barcelona). Oh yeah! Please send a photo.
Andrew Stanley Stephenson, Clarence Cottage, Clarencefield, Dumfries, Scotland, DG1 4NF.

GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 59!

Ah, that'll be Solid Snake being all stealthy behind a door, then. Steven Cumming's captured the great man – mullet 'n' all – perfectly. Good on him.

Adam Yardley shows us the many faces of Link in *Majora's Mask*. From a nut faced Deku Scrub to a fishy chopped Zora. His Epona looks a bit angry though.



James Reilly's not bad with the old crayons. But he bags this month's star prize for drawing this provoking character piece on a whacking great slab of wood. From a tree and everything! Genius.

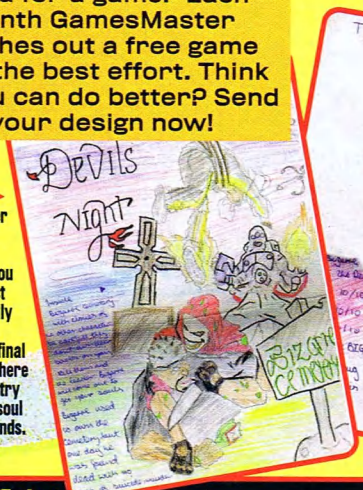
John Barton got jiggie with his felt tips to send us this rather pink looking Banjo picture. Perhaps they've all been out in the sun too long.

Keep your poncy colours! Here's a mean and moody etching from Blake Harrison, capturing *Soul Calibur* in all its weapon swinging glory.

Alexandra Cooper's dried out her felt tips capturing the extravagant hair-dos of *Dragon Ball Z*.

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!



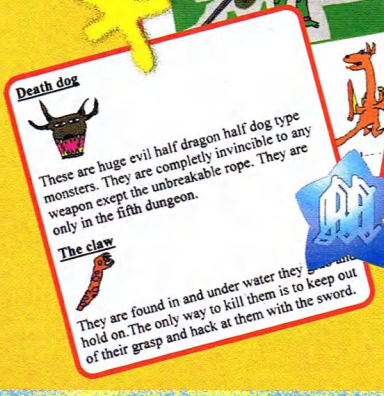
Angelo's action adventurer *Devil's Night* features four characters for you to play as. Collect maps to eventually find a Bizarre Cemetry for the final confrontation, where the big boss will try to capture your soul and kill your friends.

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 59. If you win you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

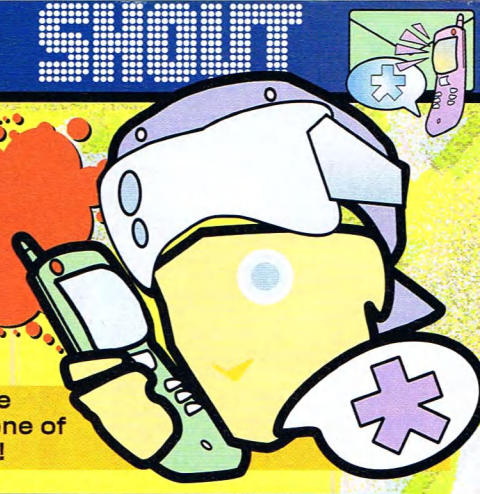
Big congratulations to Meilir Tecwyn from Caernarfon for his throwback to days of yore game, *Celtae the Dragon Slayer*. Celtae must help the inhabitants of a city called Terlyn which has been taken over by the Great Evil Dragon King. To do so, Celtae must travel through six danger-filled dungeons...


Death dog
These are huge evil half dragon half dog type monsters. They are completly invincible to any weapon exept the unbreakable rope. They are only in the fifth dungeon.
The claw
They are found in and under water they
hold on. The only way to kill them is to keep out of their grasp and hack at them with the sword.

Weapon = Axe of strength
Boss = Stone Dragon
Hit him with the axe 3 times until his stone coating falls off then finish him off with the sword.
Dungeon of flame
Weapon= Shield of fire
Boss= Fire dragon
Absorb his fire with the shield then fire it back

▲ ... Each dungeon contains a mystic dagger which must be collected in order to gain the power to defeat the Dragon King, but you must first slay the dragons that guard each of them. It's a mighty quest indeed.

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

WWF SmackDown! 2

PRICE: £30 PUBLISHER: THQ

REVIEWER

Lewis Anderson

For all you wrestling fans out there that loved the original *SmackDown!*, you'll love its big brother, *WWF SmackDown! 2: Know Your Role.* There are more characters involved, more backstage beat-'em-ups to muscle in on, and more hardcore matches to take part in. THQ have done a fantastic job on the sequel to the number one wrestling game in town. More of your favourite wrestlers are involved, including RTC, the Mean Street Posse and Michael Cole. There are more wacky costumes for you to create your own superstar wrestler with, and there are more special matches like TLC, Tornado Tag Tables and the Ultimate WWF Hell in a Cell. Arenas have been upgraded and spectators actually wear Austin 3:16 T-Shirts. The graphics are superb and show the stars' minor details. The moves are simple but effective and are very easy to learn, but even if you get stuck there are easy-to-follow instructions. With the multi-player option, your mates will be round every day. This is one game you won't wanna miss.

We all love it. It's *Acrobatic Circus Stars 2: Know Your Ring Master.*

Quake 3 Revolution

PRICE: £40 PUBLISHER: EA

REVIEWER

Andrew Gow

Fantastic. Amazing. Brilliant. Just some of the words that come to mind when describing *Quake 3* for PS2. The graphics are great and the non-stop action is fast and frantic. What more could you want? The control system is easy to learn, so you can pick up and play straight away. The game has two main options: Campaign and Arena. In Campaign you pick one of five characters who initially start of as a slave with low attributes, but as you progress through the level you build up your attributes and gain higher titles, such as Warrior. Campaign isn't too challenging, but it's all-round good fun. The Arena option is great. There are a whole host of game types to choose from: Deathmatch, Team Match, Single-Weapon Deathmatch, Capture the Flag and Possession – all of which are brilliant. This is a superb game and I think every FPS fan and people who just love all-out action should buy it. It's as simple as that.

▲ Blasting seven shades of skittles at screen-shaking rates is all the fun of blasting your mates at *Quake.* Pick up a gun and let rip.

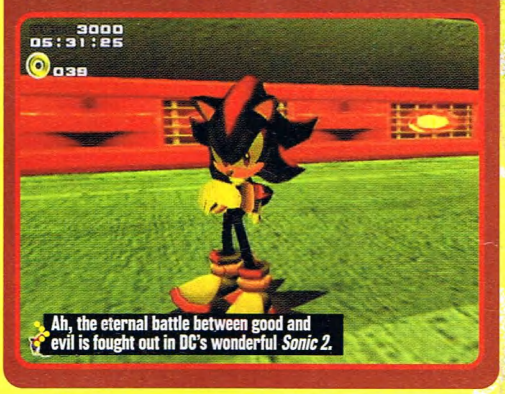
Sonic Adventure 2

PRICE: £35 PUBLISHER: SEGA

REVIEWER

Oliver Scott

Right after the first boss I knew the game was going to be spectacular. Shadow and Rouge may seem boring at first sight but once you experience their furious battles and powerful stories you'll love them. Later in the game I was quite irritated by some of Knuckle's slow searching levels. Sure there are some irritating moments but the music, speed, story and tremendous bosses made up for it. The Eggman and Tails levels were not as fast as Sonic's but they couldn't be described as slow. They're original, fun, and packed with enemies that are most enjoyable to kill. Once you complete the game on Evil and Good mode a huge five levels and two boss stories await you. The last ending of the game (there are three in total) is enough to put Sonic's adventures to rest so, sadly, we will probably never see him starring in his very own game again – all the more reason to celebrate 10 years of this blue, speedy pinball hedgehog, then. Go out and buy it. You won't regret it.



Ah, the eternal battle between good and evil is fought out in DC's wonderful *Sonic 2.*

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

Is Halloween a trick or a treat? To cheat or not to cheat, that is the question – do you think it's okay to cheat at games? And, lastly, who's gonna win the next console war?

TRICK/TREAT _____

CHEAT? _____

WAR WINNER _____

Check back next month for the results!

Result!

In issue 110 we asked you what your favourite type of game is, if you like summer in the city or at the beach, and what oldie are you still playing?

GAME TYPE: Shoot-'em-ups.

CITY/BEACH: A bunch of beach bums.

OLD GAME: Tomb Raider!

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

GAMECUBE

PLAYED AT SPACEWORLD

Lord above! Just imagine 79 GameCube and GBA games in one football stadium-sized hall in Tokyo. That's Nintendo's Spaceworld show! GM grabs a pad and prepares for the most in-depth Ninty next-gen playtest yet!

As well as being a rocking name for a videogames show (E3? ECTS? Pah!), Nintendo's Spaceworld event in Japan is always good value, which is saying something in a country where a packet of peanuts doesn't leave you much change from a fiver. The big N tend to store up what seems like a year's worth of big announcements and previously unseen games for the show, you see. And this year's was always more likely to drop jaws than ever before, being scheduled just two weeks before the 14 September Japanese launch of GameCube.

The world's press and hordes of Jap gamers weren't disappointed. The first ever glimpse of *Mario* and *Zelda* on GC, stacks of new game announcements (including *Soul Calibur* and *1080°*), a tidy demo of just how the GameCube and GBA will link up, oh – and not forgetting – the fetching gold edition of their new machine. You'll find all the big news on page 8 of this issue.

What we're going to do over the next nine pages is bring you hands-on impressions of every playable GameCube game at the show, plus the very best Game Boy Advance stuff on offer (alas, *Tomato Adventure* didn't make the cut). We were lucky enough to have four whole days playing on Ninty's next-gen machines, and managed to develop queueing-for-a-go skills that put even the notoriously patient Japanese to shame.

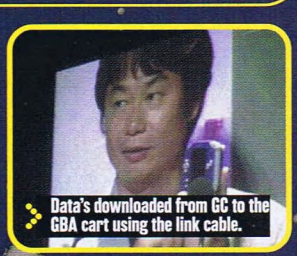
The best thing about the 79 games shown was how close to completion many looked. Although the Jap launch line-up of *Luigi's Mansion*, *Wave Race* and *Super Monkey Ball* is slightly disappointing, there's plenty of great stuff coming. Come the Spring 2002 UK launch, the line-up should be one of the strongest ever.

Of course, what everyone wants to know is whether GameCube's better than PS2 and Xbox. And the truthful answer is: we don't know. Yet. But join us next issue where we'll have our own Cube, review the launch games, and be playing the machines off against each other in a massive console wars special. We can't wait.

GAMECUBE AND GBA GET IT TOGETHER LIVE ON STAGE!

Nintendo got shaggy barnetted game genius Shigeru Miyamoto to show just how the GC and GBA are going to work together. Using a version of *Koro Koro Kirby* on GC, Shigsy controlled the pink windbag using a tilt enabled cart slotted into a connected GBA. Rolling the Kirbster into a gutter that led to a new stage, he actually ended up on GBA's screen. This to-ing and fro-ing between the two machines continued, thanks to the same sort of data transfer through the link cable used by multi-player GBA games. All very cool. Expect *Kirby* and many other top link-up games to appear in 2002. Ace.

Shigsy controlled *Kirby* using a fetching pink Tilt Cart.


Data's downloaded from GC to the GBA cart using the link cable.

On a big screen, you could see *Kirby* going between GC and GBA.

Animal Forest will also be playable on both machines.

WHAT'S THE CUBE LIKE, THEN?

Without wanting to boast, we've seen and played GC quite a bit now. But the thing that never fails to amaze us is just how small the machine is. You will be amazed when you clap eyes on one in the flesh. It's diddy.

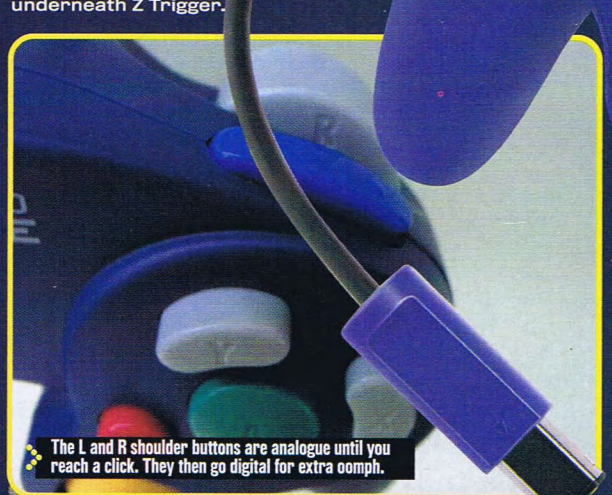
The other great thing are the loading times. It can do Reset button to the Options screen in around five seconds, which must be thanks in part to the tiny discs being quicker to access than standard size ones. It's not cart-quick, but still puts PS2 and Xbox to shame.

▲ We can't wait for the UK release in Spring 2002.

WHAT'S THE CONTROLLER LIKE? HANDS-ON WITH THE CUBE'S PAD

Shigsy himself told GM back in issue 100 that this is the controller he's spent the longest amount of time designing – a whole three years – and you can tell. Unlike the Xbox's bulky black thing, no one who's held one has any real complaints. The final pad shown at Spaceworld had shorter prongs than early development models and felt fantastic as soon as you grasped it. Particular impressive is the rubbery-to-the-touch control stick that doesn't slip during frantic four player *Monkey Ball*, and the finger cradling R and L shoulder buttons – complete with extra click function. The only bad thing is the lack of an underneath Z Trigger.

Deep rubber grooves stop your fingers slipping off.
Start *and* Pause. One button does both.
The Z trigger lurks above the chunky R button.
The classic Ninty D-pad's on there for beat-'em-ups.
A's the main man, button-wise. Your thumb rests on it perfectly.
B's a little on the small side. You can't always find it.
The kidney shaped Y and X are higher than the rest.



The L and R shoulder buttons are analogue until you reach a click. They then go digital for extra oomph.

The C stick's got a pleasingly rubbery feel now. Go on, tweak the nipple of control!

LUIGI'S MANSION

OUT: NOW (JAPAN), SPRING 2002 (UK)
PLAYERS: 1-4 **DEVELOPER:** NINTENDO
SPECIAL FEATURES: RUMBLE

When Princess Peach is kidnapped, it's Mario who drops his spanner to race off and rescue her. But if Mario himself hits trouble, who's there for him? Why, Luigi, of course, which must really fill Mario with confidence...

On the search for his bro, the hapless Luigi treks through a dank, haunted mansion, using his handy hoover to suck up the ghouls. We're not just talking cutesy Boos, either – spirits of mice, dogs and even human babies crop up in the chilling corridors.

No need to hide behind the sofa though, as The Big N have packed laughs aplenty into *Luigi's Mansion* – most of which revolve around poor Luigi's expression as he's repeatedly scared out of his blue dungarees.

Luigi's Mansion is one of two Ninty-published games that were done and dusted and ready for GameCube's Japanese launch. Good thing too – there's no better advert for helping the purple powerhouse to fly off shelves.

FIRST IMPRESSIONS

After our first fiddle with *Luigi's Mansion* at May's E3 show, we felt a twinge of disappointment. Entering rooms and hoovering up ghosts was all well and good, but it all seemed a bit basic.

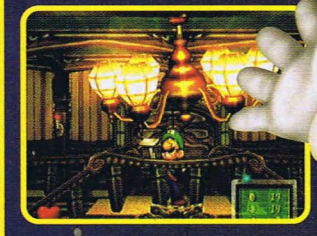
So it was sighs of relief all-round at Spaceworld, as Nintendo spilled more of *Luigi's Mansion*'s multitude of beans. Now there's a hundred other things to do and collect – we gobbled up mushrooms to make Luigi smaller, hoovered up coins for bonus points, and rocked bookshelves to shake loose hidden change. One room in *Luigi's Mansion* houses more things to do than some entire games.

Ghostbusting is a barrel of laughs too, now that the Boos have brains. One spook we stumbled on hid in cupboards and chucked bananas around to give Luigi the slip – literally – while another wouldn't budge until we used the hoover to draw the curtains and create a breeze. And with up to five ghouls gunning for you at one time, this is *tough*.

There's no doubting *Luigi's* looks amazing, with the torch illuminating the darkened rooms in a spine-tingly realistic way. The only worry we have is the game's lifespan – here's hoping it's not too short and sharp a shock...

NEW STUFF!

Luigi's own Game Boy – amusingly named a Game Boy Horror. Whip it out to scan the mansion in first-person, making grabbing ghosts a tad easier.



▲ Suck at light fittings and you'll probably find a stash of coins. Mario won't be the richest brother for long.

THERE'S NOT A MUSHROOM IN HERE!

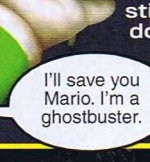
Yes, there is – everyone's favourite fungi Toad makes a surprise guest appearance in *Luigi's Mansion*, helping you save your progress and keep on Mario's case. Aw.

▶ Despite our best efforts, it's impossible to suck Toad up with your hoover. Maybe you'll earn some power-ups later that'll enable you to wipe the smile off the mushroom's smug face.

No carts on GameCube, so you'll need to buy a memory card to save your game. Ready your wallet...

BEST BIT

Watching Spaceworld attendees lean back as they struggled to hoover up particularly stubborn ghosts with GameCube's analogue stick. Believe us, you'll be doing it soon, too – and jumping out of your skin as ghosts appear from out of apparently nowhere.



The number in the ghost's chest shows how long you'll have to hoover to finish him off. This one's a toughie.

POINTS MEAN PRIZES!

At Spaceworld, we collected hidden coins, tickets and gold bars, and in the final game, there'll be up to 12 different items to collect, all contributing to your final score.

Looks like there's a power-up to be had from inside that ghoul's belly. Don't stop sucking.

▲ Go on, have a peek in that cupboard there. You'll probably uncover a stash of hidden money, although you're equally likely to disturb a trapped ghost. Best fire up the hoover, just in case...

SIZE OF QUEUE?

If it wasn't for *Smash Bros. Melee*, Luigi would've been the most popular game.

9/10

HOW GOOD?

This'll tide GameCube owners over nicely until *Mario Sunshine* arrives. Scarily good.

9/10

SUPER SMASH BROS. MELEE

OUT: NOW (JAPAN), SPRING 2002 (UK)
PLAYERS: 1-4 DEVELOPER: NINTENDO
SPECIAL FEATURES: RUMBLE

We've seen and played more of *Smash Bros.* than any other GameCube game. And the more we see, the better it gets. As a launch game for the US and UK, it's an absolute winner, featuring Ninty's biggest stars in an action-packed graphics feast that shows just what GC can do.

The all-star line-up pulls on your Ninty heartstrings, particularly as the game's structured around unlocking new fighters and collecting trophies of them. There's the usual generous amount of modes to scrap through, including coin-collecting minigames and single-player platforming.

FIRST IMPRESSIONS

Plays as well as you'd expect a deluxe version of the N64 scrapping stalwart to. The great thing about *Smash Bros.* has always been getting a diverse crowd of Ninty characters together to hurt each other in their own special ways. And it's now even better because the characters are so much more detailed, the arenas are completely eye-overloading, and the new pad passes its first serious test perfectly.

▲ Surely Donkey Kong has to be the favourite in this scrap with Link. Just look at the size of him; he's immense.

BEST BIT

The arenas are staggering. From DK's Congo Jungle to Falcon's Mute City (where you fight in the middle of an *F-Zero* race), they show off GC's next-gen prowess.

▶ Mute City's racetrack is a harrowing place for a ruck. Much nicer is the secret stage in the Mushroom Kingdom.

NEW STUFF!

Evil ginger nut Ganondorf was revealed as one of five secret fighters at Spaceworld. Unconfirmed are Luigi, Zelda and (gasp) Sonic!

COLLECT THE COINS!

In the new Coin mode, cash falls into the arena as you scrap. Scoop it up and keep pummelling your opponent. The fighter with the most coins wins.

▲ Peach floats so she's ideal for Coin mode.

SIZE OF QUEUE?

Far and away the most popular game with thousands of Spaceworld visitors. Good call.

10/10

HOW GOOD?

Massive shame it's missing the Jap launch, but when GameCube hits the UK this'll be an essential buy.

9/10

GM'S GAMES OF SPACEWORLD: 1. STAR WARS: ROGUE LEADER (GC)

SUPER MARIO ADVANCE 2

OUT: TBC (JAPAN), TBC (UK) PLAYERS: 1
DEVELOPER: NINTENDO
SPECIAL FEATURES: MARIO BROS BONUS

BEST BIT

Hard to know where to start, there's so much good stuff, but cracking Mazzer's trusty dino steed Yoshi out of his egg for the first time takes some beating. Don't forget, the green fella made his debut here.

▶ Yoshi can grab Koopa shells with his tongue and then spit them out to knock nasties off the screen.

It's clearly not right to moan about a game as nice as *Mario Advance*. But, as any Ninty fan'll tell you, it was a rebadged GBA version of Mario's weakest platformer, *Super Mario Bros 2*. And it was still great.

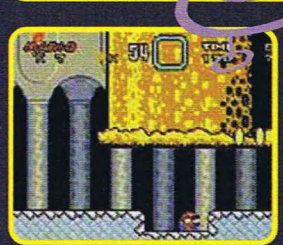
This, then, is the business. *Super Mario World*, a serious contender for the greatest platformer – sod it, the greatest game ever – has been recreated pixel perfect for GBA.Think 96 majestic, Shigsy-designed 2D levels, dozens of now familiar friends and enemies to meet, and so many secrets that you can never be sure you've seen absolutely everything. It's all in the still-surprisingly diddy GBA cart. Incredible.

FIRST IMPRESSIONS

Even with the Cube showing off on every telly, the merest glimpse of this was enough to send Mario fans' hearts a-fluttering. The only question mark is over the link-up version of *Mario Bros* included on the cart. Are the usually surprise-packed big N really going to give us the same bonus we got with *Mario Advance*?

NEW STUFF!

The *Mario Bros* bonus game was shown at Spaceworld. We demand more extras!



▲ Many people think that *Super Mario World* – renamed *Super Mario Advance 2* for GBA – is the best game of all time.

A BIRD, A PLANE OR A PLUMBER?

Some of *Mario Advance 2*'s nicest moments come when Maz is a powered-up cape-wearing hero, able to fly around to reach new areas and bonus coins.

▲ Ah, the tinkle of coin collecting. Lush.

SIZE OF QUEUE?

With *Mario* on GC only shown on video (see page 8), this had Jap gamers gagging for a go.

8/10

HOW GOOD?

One of the greatest games ever shrunk down for GBA. It doesn't get much better than this. Top stuff.

9/10

PIKMIN

OUT: NOW (JAP), SPRING 2002 (UK) **PLAYERS:** 1
DEVELOPER: NINTENDO
SPECIAL FEATURES: SHIGSY'S VERY OWN GARDEN

Cuddly spacemen, hundreds of adorable little aliens, environments based on Shigeru Miyamoto's backyard – this looks like a game for kids and no mistake.

Except, oddly, it isn't. Beneath *Pikmin*'s cute exterior beats the grown-up heart of Nintendo's first realtime strategy game. With hordes of red, yellow and blue Pikmin under your control, you need to organise them effectively, sending them off to knock down walls, kill giant enemies, and hunt down the pieces of your lost ship. Cute but tough – just the way we like 'em.

FIRST IMPRESSIONS

See the bruises on our faces? That's where Spaceworld security punched us hard in the face trying to tear us away from *Pikmin*. Another Nintendo masterpiece.

It's impossible not to form an attachment to your armies of Pikmin, and the sight of the aliens being gobbled up by huge birds or stamped on by giant spiders was a real gut-wrench. What's amazing is how easy it is to command the cuties – we had teams of them dragging around dead enemies and bashing down walls in no time. Trust Nintendo to make a complex PC genre so console-friendly.

▲ Form huge armies of red, yellow and blue aliens, also known as Pikmin. Then order them to kill. But they look so cute.

BEST BIT

The animation throughout is breathtaking, but it's at its best when a single Pikmin is trotting along behind you and the camera zooms in to show his cute gait close up. Aw.

▶ Best get some of this fella's friends to help him out, or you'll be looking at some broken Pikmin bones.

NEW STUFF!

We hadn't seen this bizarre baddie before we saw him at Spaceworld – he gobbles up your little Pikmin buddies with his oversized beak. Blub.

TAKE YOUR PIKMIN!

Blue Pikmin have ears, red have mouths, and the yellow ones have noses. We'd wager they each possess a unique quality – but *what*, we're not sure.

▲ They really are the cutest, aren't they?

SIZE OF QUEUE?

Japanese gamers tend not to go mad for realtime strategy. They're missing out.

6/10

HOW GOOD?

Utterly unique and incredibly cute, *Pikmin* is a strategy game with a difference – namely, it's brilliant!

9/10

2: SUPER MARIO ADVANCE 2 (GBA) 3: SUPER SMASH BROS. MELEE (GC)

TEKKEN GBA

OUT: TBC (JAP), TBC (UK) **PLAYERS:** 1-2
DEVELOPER: NAMCO **SPECIAL FEATURES:** LINK-UP

BEST BIT

The camera zooms in and out of the action to show the most excruciatingly painful punches and kicks in extreme close-up. Not so hot if you're being beaten to a pulp.

▶ The 2D visuals do become blocky as the camera zips in and out, but that's a small price to pay for such a great feature.

Every developer and their dog is hopping onto the Game Boy Advance bandwagon – and Namco are the latest to bring Ninty a game that's previously been a PlayStation-exclusive.

Tekken GBA supports the link cable, so you can unleash the full power of Yoshimitsu and co in your friend's face. All the usual characters and arenas are on board, as are many of the most recent additions to the *Tekken* series – including that controversial Tag mode. Want some do ya?

FIRST IMPRESSIONS

Only three playable fighters at Spaceworld – Paul, Jin and Law – and merely a handful of arenas to choose from, but that was all we needed to fall in love with what could be the Game Boy Advance's best beat-'em-up.

Just two buttons – punch and kick – made bashing our buddy until he was blue in the face a cinch, and stringing together combos is as easy – and addictive – as it was in the PS versions. Our only complaint is that against *Street Fighter GBA* it seems sluggish – but we trust Namco will have upped the speed by release day.

SPACEWORLD

Our first glimpse at *Tekken GBA* revealed that each fighter comes loaded with all their trademark moves – Jin's special stuff included. Whack!

▲ It's not as good as it's PlayStation counterpart, but *Tekken GBA* looks like the best handheld beat-'em-up ever.

WAFER-THIN? MINT!

Capcom are busy building the third dimension into *Street Fighter*, but Namco have given Nina and co a flat look for *Tekken GBA*, meaning super-detail.

▲ Who needs the third dimension, eh?

SIZE OF QUEUE?

The most popular of Spaceworld's GBA line-up – even beating *Mario Advance 2*.

8/10

HOW GOOD?

With the next GBA *Street Fighter* already limbering up, it'll be a tough fight, but *Tekken* should pip it.

8/10

SSX TRICKY

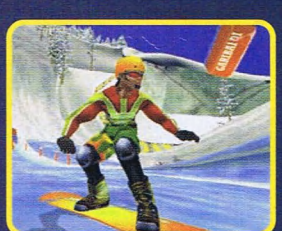
OUT: NOVEMBER (JAPAN), TBC (UK) PLAYERS: 1-2
DEVELOPER: EA SPECIAL FEATURES: TWO NEW TRACKS

With EA's ice cool boarding game also set for PS2 and Xbox, this was the first opportunity for some cross-console comparison.

The thing that struck us was that this is definitely more than a remix of last year's huge PS2 launch game. Two new courses – Garibaldi and Alaska – join totally revamped and remodelled versions of the old tracks.

There's a much heavier emphasis on tricks, of course. Push your Trick Bar to the max and you can do Uber Moves that see fireworks fill the sky.

We reckon this GC version looked better than its PS2 counterpart. Thanks to the Cube's spectacular lighting effects, the girl racers' PVC suits were enough to cause sweaty palms.



▲ *SSX Tricky* is coming out on PS2, Xbox and GameCube, so we'll be able to test which machine is best after a quick play.

BEST BIT

Feeling the air rush through Eddie's spectacular afro. *1080º* will have to go some.

SIZE OF QUEUE? Fair. Are they waiting for *1080º*? 7/10

HOW GOOD? Looks nice on every format. 7/10

SABREWULF

OUT: TBC (JAPAN), TBC (UK) PLAYERS: 1
DEVELOPER: RARE SPECIAL FEATURES: NONE

Remember the original *Sabrewulf* on the ancient 8-Bit Spectrum? God, you're old. Rare lean nicely on their gaming heritage with this pretty 2D platformer, starring handlebar-moustached sporting jungle explorer Sabre man.

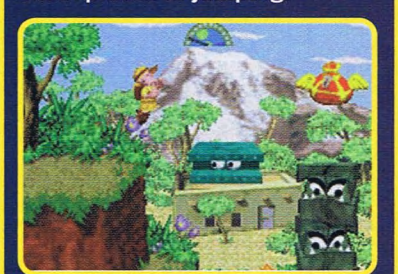
The puzzle and trap-based levels are linked together with an isometric map screen, and there's a cunning side order of creature collecting. These help you solve the puzzles, providing a handy leg-up to a previously unreachable platform, for example.

It's all done with the sort of coding skill that puts Rare right up with Ninty themselves for handheld mastery. Better still, it's packed with the sort of British humour that'll confuse the hell out of our American chums.

▲ We haven't seen this fella in action for over a decade. Here, Sabreman comes face to face with Sabrewulf. Scary.

BEST BIT

Puzzles are fine, but we love getting involved in some old skool platform jumping.



SIZE OF QUEUE? Not huge with *Mario* about. 5/10

HOW GOOD? More GBA quality from Rare. 7/10

4: SUPER MONKEY BALL (GC) 5: LUIGI'S MANSION (GC) 6: PIKMIN (GC)

WARIO LAND 4

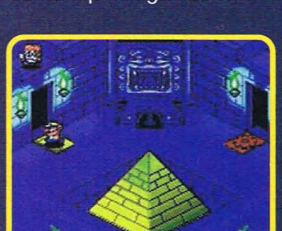
OUT: TBC (JAPAN), TBC (UK) PLAYERS: 1
DEVELOPER: NINTENDO SPECIAL FEATURES: BASEBALL MINIGAME

Mario's evil alter-ego has provided Game Boy with some of its finest platforming moments. In fact, the last few *Wario Land*s have been so good you could almost forgive him for being such a git in *Mario Kart*.

After a cool, semi-3D intro, his GBA debut got off to a rollickingly good start, as Wario stormed the Pyramid of Gold in his usual, wall-smashing, enemy-charging fashion.The emphasis is on solving puzzles to snaffle gems and then hoofing it off the level before the clock counts down.

Between levels, there're some top minigames to play, including a spot of baseball and roulette.

This will even give Mario a run for his money. Waaaaa! as the great man would put it.



▲ It's the Pyramid of Gold. Enter this magical place and you can solve some tricky puzzles and play baseball.

BEST BIT

Thanks to the great animation, the bit where he blows up into a balloon is hard to beat.

SIZE OF QUEUE? Wario drew a decent crowd. 7/10

HOW GOOD? More platty greatness from Waz. 8/10

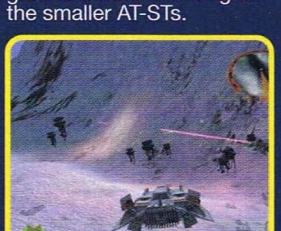
ROGUE LEADER

OUT: NOVEMBER (JAPAN), SPRING 2002 (UK) PLAYERS: 1
DEVELOPER: LUCASARTS SPECIAL FEATURES: RUMBLE PAK

Bafflingly, *Rogue Leader* wasn't at Spaceworld, but we got another go on what's probably the most hotly awaited GC game this side of *Mario* at Nintendo's London show.

The latest version was as impressive as ever, with the icey Hoth mission we raved about last issue proving the biggest draw. Taking to a Snow Speeder and flying between the legs of an advancing army of AT-ATs really got over the big film-like sense of scale you get in the game. By firing a tow cable at the monster's knees and performing a tricky circling manoeuvre, you could bring them to the ground before rounding on the smaller AT-STs.

Combining two of the most exciting things in the whole world – *Star Wars* and GameCube – this can't possible fail.



▲ Where's Yoda? Flying a snowspeeder, you arrive on the ice planet Hoth in style. Now start shooting those AT-ATs.

BEST BIT

Just beating the Death Star trench run, pulling down AT-ATs on ice planet Hoth.

SIZE OF QUEUE? At premier of *Ep 2* film-like levels. 9/10

HOW GOOD? The GC game we most want. 9/10

STARFOX ADVENTURE: DINOSAUR PLANET

OUT: SPRING 2002 (JAPAN), TBC (UK)
PLAYERS: 1 **DEVELOPER:** RARE
SPECIAL FEATURES: RUMBLE

Poor Rare. Just as they were putting the finishing touches to their N64 epic *Dinosaur Planet* last year, Nintendo HQ rang up to order them to glitz up the game for GameCube – and ready it for a November US release.

They didn't quite make it. The new-look *Starfox Adventures*, with Fox McCloud and his furry friends drafted in to replace the old cast, isn't due in Japan until early next year now. But that's no surprise considering the sheer size of this *Zelda*-esque adventure.

The chisel-jawed canine faces over 40 hours of adventure, mostly involving using a fancy magical staff to vault around the landscape and give the local baddies a good seeing to. You'll even hop into the Arwing for the odd mid-space shoot-out, *Lylat Wars*-style.

It's all topped off with eye-splattering visuals – watch in awe as GameCube's nuclear power brings you sprawling forest clearings, herds of grazing dinosaurs and 100 metre-high bosses. Dino-mite? You betcha.

FIRST IMPRESSIONS

Just three tiny sections of *Starfox Adventures* were playable at Spaceworld – true to form, the super-secretive Rare are keeping most of it under their bulging hats.

Still, what we *did* play left us gasping for more. Take your rendezvous with the game's first boss – a house-sized Tyrannosaurus Rex who sends the whole screen shuddering with his every step. The detail on the big fella is near *Jurassic Park* quality, right down to the muscle and sinew in his mouth stretching and vibrating as he roars.

Scarpering from Mr T highlighted problems with *Dinosaur Planet*'s camera – it's a dozy beggar, liable to get stuck behind walls or stare in unhelpful directions. But everything else is near-perfect – including the silky controls, which make combat a cinch as Fox dodges, ducks and swings his staff to knock the baddies for six. Think *Zelda* and you're some way to appreciating *Starfox*'s faultless fighting.

There's so much to do in *Starfox Adventures* – our 10 minute test involved spitting laser bolts at rhinos, swimming with dinosaurs, pole-vaulting onto ledges, and weaving through rings in the Arwing. *Imagine* the fun to be had with the finished disc.

▲ GameCube's best-looking game? You'd be hard pushed to find anything prettier.

BEST BIT

T-rex attack! If you get the camera angle right, you can watch as Fox nearly disappears down this colossal dino's gullet. So, how to kill him? Simply step on the floor panels to activate some fuzzy blue electrical nastiness in the middle of the corridor. If T-Rex steps in – bzz!

Steven Spielberg can keep his *Jurassic Parks* – *Dinosaur Planet* features the best dinos ever.

NEW STUFF!

In space, no one will hear you scream now that the on-rails flying sections have been preened and polished. The explosions are skin-searingly authentic.

WALKING WITH DINOSAURS!

At E3, we didn't see much of Fox's trusty triceratops, Tricky. But in the Spaceworld version of the game the little dino was able to scamper off and dig for goodies at the press of a button. In the finished game, you'll also make friends with a huge pterodactyl. Isn't that nice to know?

▲ If you thought Elvis in *Perfect Dark* had an annoying voice, just wait until you hear Prince Tricky.

▲ Two new joypad buttons, X and Y, control young Tricky.

GIVE IT SOME STICK!

Swiss army knives? Pah! Fox's magic staff can be used as a laser rifle, a pole for vaulting, and a lever for lifting heavy objects. And if all else fails, it's great for smacking pesky enemies in the mouth. Now *that's* a versatile tool.

As you wrench the stick out of the ground, a female voice tells you how best to use it. What a nice lady.

▲ You don't have to bash enemies with your staff. Turn the stick on its side and it changes into a handy laser rifle. Nice.

▲ *Dino Crisis*? Pah! GameCube has the world's most stunning-looking 'saurs, courtesy of the geniuses at Rare. Tops!

▲ This pterodactyl may not be very scary, but he looks absolutely fantastic.

SIZE OF QUEUE?

Not enough new ideas included for hard-to-please Japanese gamers. What a fussy lot they are.

6/10

HOW GOOD?

Rare have clearly taken to GameCube like ducks to water. Animal magic and no mistake.

8/10

WAVE RACE: BLUE STORM

OUT: NOW (JAPAN), SPRING 2002 (UK)
PLAYERS: 1 DEVELOPER: NST
SPECIAL FEATURES: RUMBLE

The first *Wave Race* joined N64 for its 1997 launch, so its apt that the sequel – coded by *Ridge Racer 64* supremos NST – has raced to GameCube for its first day out.

Blue Storm features at least 10 riders and eight tracks, some based on old courses. But its standout feature is the water. Bobbing, splashing, crashing and dripping onto the camera, it will have you reaching for the sickbag with its realism.

FIRST IMPRESSIONS

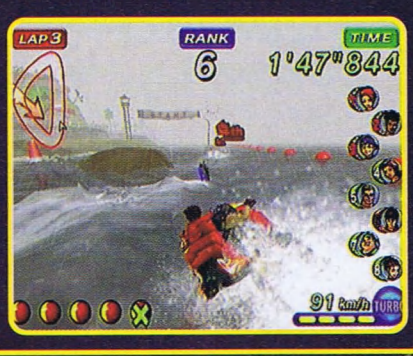
Like the original, *Blue Storm* does the impossible – we felt like we were *there*, tearing through the water and bouncing over, under and through the waves.

The water beggars belief. Whether you're skimming across crystal-clear waters – and glimpsing killer whales beneath the surface – or being thrown about by terrifying waves in the midst of a tsunami, it's hard not to believe you're staring at the real thing. And the handling of the jetskis is just as impressive. Once we'd got the hang of using L and R to turn, racing between the buoys was a joy. Brilliant.

▲ This is the business. Get someone to chuck buckets of water at you as you play to make the experience complete.

BEST BIT

Pulling off handstands, riding the jetski backwards, somersaulting off ramps – and in the Stunt Mode, you'll earn points and prizes for such blatant showing off. Cool.



▶ With waves this high you won't be needing a ramp to pull off outrageous jumps and crowd-pleasing super somersaults.

NEW STUFF!

Stunt modes, time trials, multi-player – all shoved on the disc just in the time for launch.

WHAT-HO, TOOTLE-PIP!

Each rider has a different accent – and, unsurprisingly, US developers NST have given the British rider a silly upper-class whine. Best switch the sound off...

▲ The Brit'll be the bad guy, we bet.

SIZE OF QUEUE?

The brilliant multi-player game kept the crowds coming back for more time and time again.

8/10

HOW GOOD?

Water ride, ahem! Just like the N64 original, *Blue Storm* will change jetski games forever.

9/10

7: TEKKEN (GBA) 8: STAR FOX ADVENTURES (GC) 9: WAVE RACE (GC)

SUPER MONKEY BALL

OUT: NOW (JAPAN), SPRING 2002 (UK)
PLAYERS: 1-4 DEVELOPER: SEGA
SPECIAL FEATURES: RUMBLE

Monkeys. Balls. It was always bound to be super. But Sega have turned a decent coin-op original into a rollicking rollaround for GameCube.

In *Super Monkey Ball*, the aim on each of the 100 courses is to tilt the board and roll your ballsed-up simian to the exit, nabbing 'nanas on the way. It's top fun, but the extras – including multi-player skittles and a pool game – make it as irresistible as a chimp's grin.

FIRST IMPRESSIONS

We were hard pressed to see everything that *Super Monkey Ball* had to offer at Spaceworld. And, having only glanced at the wealth of race games, battle modes and secret courses, we were left whooping for more.

Monkey Ball's controls, its most important feature, didn't disappoint – they're tighter than a babboon's butt as you struggle to keep your ball from slipping off the course into oblivion. We were so impressed that we thought this game will be giving *Luigi's Mansion* and *Wave Race* a run for their money come launch day.

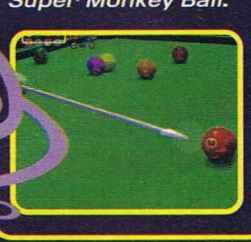
BEST BIT

This nightmarishly quick helter-skelter race had us reaching for the motion sickness pills – and screaming our heads off every time we toppled off and plunged 1000 feet. We were ashamed.

▶ GameCube's rubbery analogue stick makes controlling your balls on these perilous tracks that much easier.

NEW STUFF!

Monkey pool? Don't mind if we do. This ape-packed game could easily be a game on its own – but it's just one of many minigames in *Super Monkey Ball*.



▲ So many bananas, so little time. Add a half-buried Statue of Liberty and you're looking at monkey paradise.

MONKEY MINI-GAME MADNESS!

We were blown away by the minigames that Sega built into *Monkey Ball* – and most are exclusive to GameCube. *And* you can play with buddies. Yay!

▲ Pool, skittles, footie – we can't wait!

SIZE OF QUEUE?

Sega cheekily proved to many people that they can take on Nintendo's own games. We can only win.

8/10

HOW GOOD?

More than a match for Nintendo's big guns come GameCube's launch. Top banana!

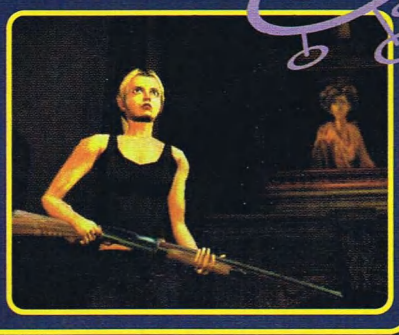
9/10

ETERNAL DARKNESS

OUT: DEC (US), TBC (UK) PLAYERS: 1-2
DEVELOPER: SILICON KNIGHTS
SPECIAL FEATURES: NONE

BEST BIT

Eternal Darkness might not rival *Resi* when it comes to sliding the frozen peas of fear down your back, but it does have atmosphere, ace lighting effects and plenty of blood. Help!



▶ The character models are superb. *Resi 4* will have to go some distance to match this level of lushness.

Before the shock *Resi Evil* announcement (see page 13), *Eternal Darkness* was GameCube's sole have-large-shotgun, will-kill-zombies survival horror.

It's aiming to be more than just a rip off, though. The time-travelling plot takes in 12 chapters, set anywhere from Roman times to the Middle Ages to the 19th Century, with a different, appropriately tooled-up, character around for each.

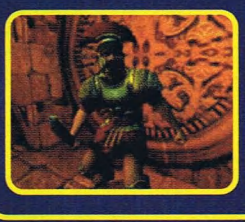
Uniquely, a Sanity Meter sees your character go mental and hallucinate that their arms have fallen off if not looked after. No, really.

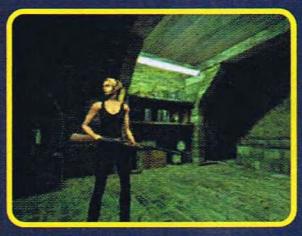
FIRST IMPRESSIONS

Although developers Silicon Knights clearly know what they're doing technically (check out the lighting effects), this doesn't seem to be anything more than a reasonable *Resi* clone. Most of the new innovations don't work particularly well. The first episode of insanity is effective but soon feels contrived, whereas the body part targetting on your weapon is no substitute for *Resi*'s undead peppering dread. We're not sure about the close-up combat either, or the pedestrian traps and puzzles which only work to ruin the atmosphere.

NEW STUFF!

We saw more of the Roman levels. The centurion character might have to make do with a sword but the environments look nicely detailed.





▲ With *Resident Evil 4* being announced for GameCube, *Eternal Darkness* has a real battle on its bloodied hands.

ABSOLUTELY LEGLESS

As well as up-close and personal hand-to-hand combat with the undead, you can target specific body parts with your weapon. And yes, they do fall off.

▲ Zombie heads will roll if you target.

SIZE OF QUEUE?

Despite being the only horror game on show, no one was interested in this poor *Resi* clone.

2/10

HOW GOOD?

Flashy lighting effects can't save this ropey survival horror affair. It really is a poor man's *Resi Evil*.

4/10

10: WARIO LAND 4 (GBA) 11: DIDDY KONG (GBA) 12: SONIC ADVENTURE 2 (GC)

DIDDY KONG PILOT

OUT: TBC (JAPAN), TBC (UK) PLAYERS: 1-4
DEVELOPER: RARE
SPECIAL FEATURES: TILT CONTROL

***Diddy Kong Racing* takes to the skies with another technically impressive GBA title from Ninty's dead clever British mates, Rare.**

Choose your pilot from a squadron of Kong and Kremlin and race around impressive 3D courses that take in sand, sea and molten lava settings.

Value-added play options include a Story mode for each pilot, single and multi-player tournaments, and link-up dog fighting. Chocks away! (Er, whatever they are.)

FIRST IMPRESSIONS

This proved GBA can do 3D properly and was top fun to play, with a nice selection of weapons allowing you to down Kremlin planes in a spiral of black smoke. And the built-in Tilt Control (where you move the GBA to steer) actually worked!

BEST BIT

GBA doing a 3D racer that SNES would have had trouble with.

SIZE OF QUEUE?

Not as big as for *Tekken*.

7/10

HOW GOOD?

Looks like an ace 3D racer.

8/10

13: SSX TRICKY (GC) 14: SABREWULF (GBA) 15: PHANTASY STAR ONLINE (GC)

SONIC ADVENTURE 2

OUT: TBC (JAPAN), TBC (UK) PLAYERS: 1-2
DEVELOPER: RARE
SPECIAL FEATURES: TILT CONTROL

BEST BIT

Like in the DC version, Sonic speeds through, picking up rings.

If you'd told us a year ago that Sonic would be doing his super speedy thing on GameCube, we'd have said "yeah, right". Or possibly been too embarrassed to acknowledge your presence.

But here he is in a conversion of what must rate as the finest looking platformer to date on any machine. It's not the new Sonic game we prayed for, but it's still epic stuff with you getting to play not just as the blue pig, but also Knuckles, Tails, Amy, Shadow, Rouge and arch evil-doer Eggman.

FIRST IMPRESSIONS

This looked pretty much identical to the DC version, which means totally lush. Sonic Team promise there'll be extra stuff for the GC version but haven't let on what yet.

SIZE OF QUEUE?

Sonic's not huge in Japan.

6/10

HOW GOOD?

It's as good as the DC Version.

8/10

RUNE

OUT: SPRING 2002 PLAYERS: 1

One of the poorer looking GC games on show, *Rune* doesn't do itself any favours by having a Bruce Forsythe-like fascination with cards.

It's an RPG that features turn-based card combat. There are over 100 cards to collect in the realtime exploration bits, which you then chuck at the enemy to cast spells and summon monsters. Four cards get played at a time, with their power increasing as you get experience points.

Whatever you think of the card business, this doesn't have the graphics we've come to expect from GC. Developers From (best know for *Armoured Core* on PS2) need to play their cards right.

▲ This could be the worst GC game yet.

ADVANCE WARS

OUT: TBC PLAYERS: 1-4

A turn-based strategy game on GBA was alway going to have trouble attracting attention away from the likes of *Luigi*, but there was definitely something special about this remake of an ancient NES game, *Famicom Wars*.

Choosing from a selection of nine officers (all with different attitudes and abilities) you control an army of hundreds, in battles involving submarines, warships, infantry, tanks and helicopters.

Capturing buildings gets you more resources to use in the turn-based battles, but the coolest feature has to be the four-player link-up game that could get PC strategy fans investing in GBA like never before.

▲ Bet you thought you'd never see a multi-player strategy game like this on a handheld. It sounds amazing.

VIRTUA STRIKER 3

OUT: SPRING 2002 PLAYERS: 1

The *Virtua Striker* series has never gone down too well in Blighty. Could it be that we know our footie too well to accept Sega's extremely simplified, arcade version of it?

▲ It looks smart, but it won't beat the realism of PS2's *Pro Evolution Soccer*.

Whatever, this looked pretty much arcade-perfect, although some work is needed on the blocky-looking crowd and the unnatural, awkward player animation.

It's incredibly easy to play though, with management options limited to basketball-style on-the-fly changes of attack by pressing Z, plus just A for a lob pass, B for a ground one, X for shoot, and Y for a sliding tackle. Easy. Clearly, it's not as good as *Virtua Tennis*. But then what is?

FIFA 2002

OUT: SPRING 2002 PLAYERS: 1

EA left N64 well alone but they're showing plenty of commitment to its little brother with the latest version of the chart worryingly huge *FIFA*.

Hardcore footie fans might prefer to see *Pro Evolution* making penetrating runs on Ninty's nuclear-powered tissue box, but this will push the even more arcadey *Virtua Striker 3* all the way.

For once it's very different from last year's effort. A brand new passing system will allow more fluid tactics, and the tackling and referee system has been overhauled to cut down on outrageous reffing decisions. It still doesn't play as well as *ISS* at the moment, but makes good use of the Cube's power.

▲ Hope GC's *FIFA 2002* looks better than the PS2 version (previewed on page 24).

UNIVERSAL STUDIOS

OUT: SPRING 2002 PLAYERS: 1

Hmm. Ever dreamt of a virtual trip around Universal Studios' theme park with Woody Woodpecker as your guide? Anyone? Hello?

Definitely one of the strangest licensed games in recent memory, Kemco's *Universal Studios* isn't as bad as it first sounds. What you've basically got is a collection of minigames. Each one is based around a famous ride from Universal Studios in Hollywood. A driving game featuring the Delorean from *Back to the Future* features, along with a *Jurassic Park* dino chase, for example. The rest of the time, you explore the park and chat to fellow punters. Looks nicer than you'd expect but, well, *really*.

▲ Drive the *Back to the Future* car.

PHANTASY STAR ONLINE

OUT: SPRING 2002 PLAYERS: 1

Ninty's can't-be-arsed stance towards online play hasn't stopped Sega forging ahead with a GC version of their revolutionary online RPG.

Creating a unique character from thousands of different possibilities, the clever thing about *PSO* is that, rather than shooting hell out of other players, the idea is to communicate (using a unique language-translating feature), make friends and form parties to go adventuring. In space.

With the online plans for GC as vague as for PS2 and Xbox, no one's entirely sure when you'll be able to do this. Luckily, on GC *PSO* supports a four-player Co-op mode. Not quite the same thing, but a nice new feature that DC users didn't get. And it looks great to boot.

▲ The multi-player game looks ace.

ANIMAL FOREST

OUT: SPRING 2002 PLAYERS: 1

Shigsy Miyamoto had a hand in the N64 original, but screens full of baffling Jap text left GM even more confused than is normal.

▲ Chat to your fellow animals.

This Director's Cut GC remake is being translated into English, however, and could be well worth investigating. The game involves exploring the forest, chatting to your fellow animals, and collecting stuff to put in your house.

It's not exactly *Quake 4*, then. But a unique realtime system means the month, day and year are the same in *Animal Forest* as in real life. You only meet certain characters on certain days, and new houses spring up whether you're there or not. It's absolutely intriguing stuff and features the cutest guitar-playing dog in the history of gaming.

BOMBERMAN ISLAND

OUT: TBC PLAYERS: 1-4

It only took one link-up play of *Bomberman Tournament* on GBA to remind the world of the portable-telly-faced-one's explosive hey day.

Unfortunately, this is frustratingly similar to the N64 versions that ruined *Bomberman*'s career. The big news is that, like *Zelda*, he's become cel-shaded (you know, like *Jet Set Radio*). While this gives the game a fresh and fairly cool (at the moment) new look, the bomb laying still suffers from being in 3D. The four-player game should be better, particularly as you need to collect elements to make new bombs. Still some way to go before we get excited.

▲ He's had a cel-shade makeover.

NBA COURTSIDE 2002

OUT: SPRING 2002 PLAYERS: 1

Whatever you think of the real, slightly high scoring, sport, there's nowt like a b-ball game to show what a new console can do.

▲ Slamming. *NBA Courtside* looks loads better than PS2's *NBA Live 2001*.

And *Courtside 2002* is no exception, whipping GC's silicon guts to produce some glorious-looking players and courts that you can see your face in.

All the players have their real faces on and look fantastic. Even better for basketball fans, the C stick passing system and *NBA Street*-style arcade challenge suggest coders Left Field know their stuff.

There's still some work to do on the crowds for the game's US launch debut, but this has a clear run to the basket as the only slam dunkathon currently planned for GC.

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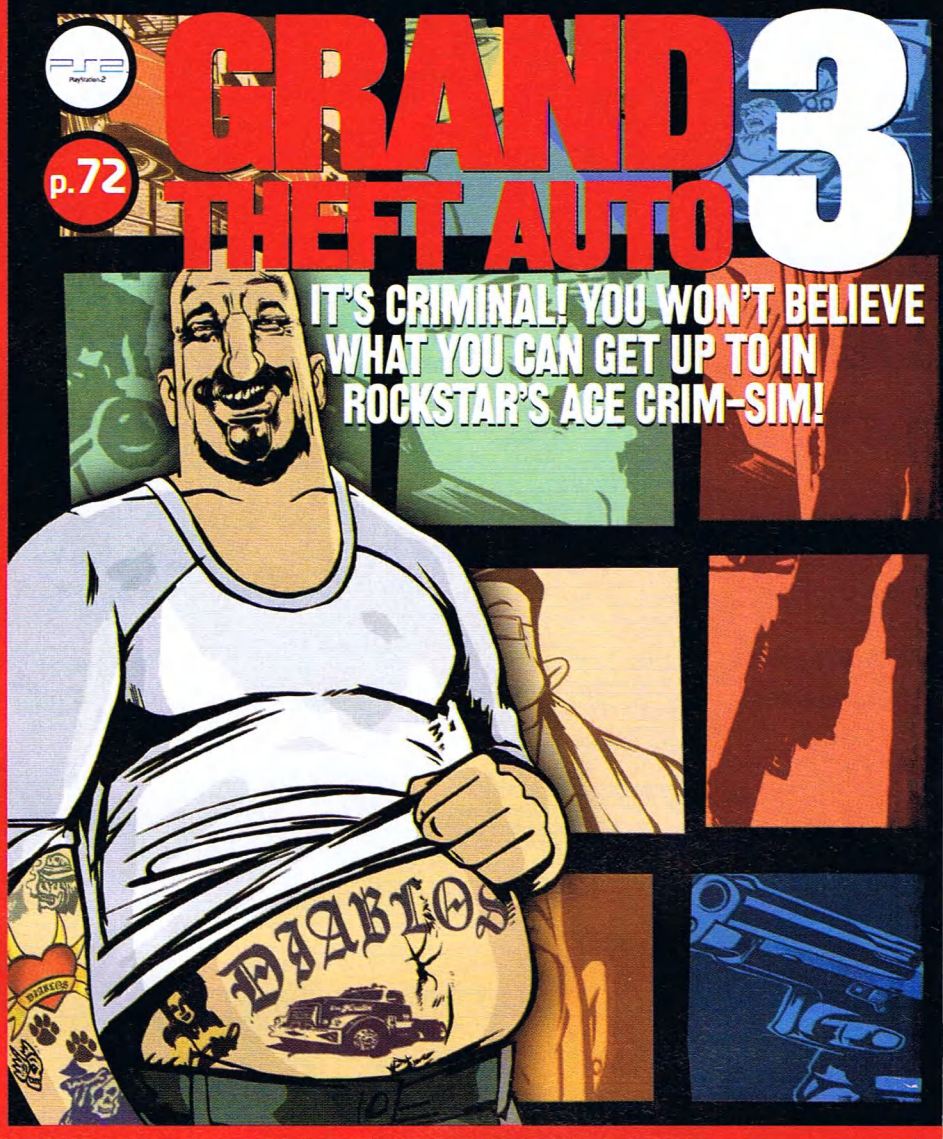
REVIEWS EDITOR

Hello and welcome to my domain! You're about to enter the most in-depth reviewing area in the whole world! We endeavour to review EVERY new game EVERY single month, along with full reviews of games that are currently big in Japan and the US, thus making sure you're right up-to-date with the very latest gaming releases. Enjoy!

Oliver Hurley



THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	75%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:
Graphics: What does it look like? Does it move smoothly? Enough variety?
Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?
Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p100 • Micro Maniacs • LEGO Bionicle • LEGO Racers 2 • LEGO Island 2 • Jurassic Park 3 • Atlantis • Backtrack • No Fear Mountain Biking

GRAND THEFT AUTO 3 (PS2)	72	POKÉMON GOLD & SILVER STADIUM (N64)	90
POKÉMON CRYSTAL (GBC)	76	SPY HUNTER (PS2)	92
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FROM DUSK TILL DAWN (PC)	78	THE WEAKEST LINK (PS)	94
FINAL FIGHT ONE (GBA)	79	ALONE IN THE DARK (PS2)	95
DEVIL MAY CRY (PS2)	80	WWF BETRAYAL (GBC)	95
LEGEND OF ZELDA: ORACLES (GBC)	82	TWISTED METAL: BLACK (PS2)	96
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PROJECT EDEN (PS2)	88	RED FACTION (PC)	102

Reviews Round-up p103 Grand Prix 3 (PC) • Spyro: Year of the Dragon (PS) • TinTin Destination Adventure (PS) • Anarchy Online (PC) • Crash Bash (PS) • Moto Racer (PS) • Gran Turismo (PS) • Tomb Raider 4 (PS) • Viva Rock Vegas (PS2) • Hot Wheels Jetz (PC) • Hot Wheels F1 (PC) • Hot Wheels Mechanix (PC)

Baseball bat at the ready, it all kicks off over the page!

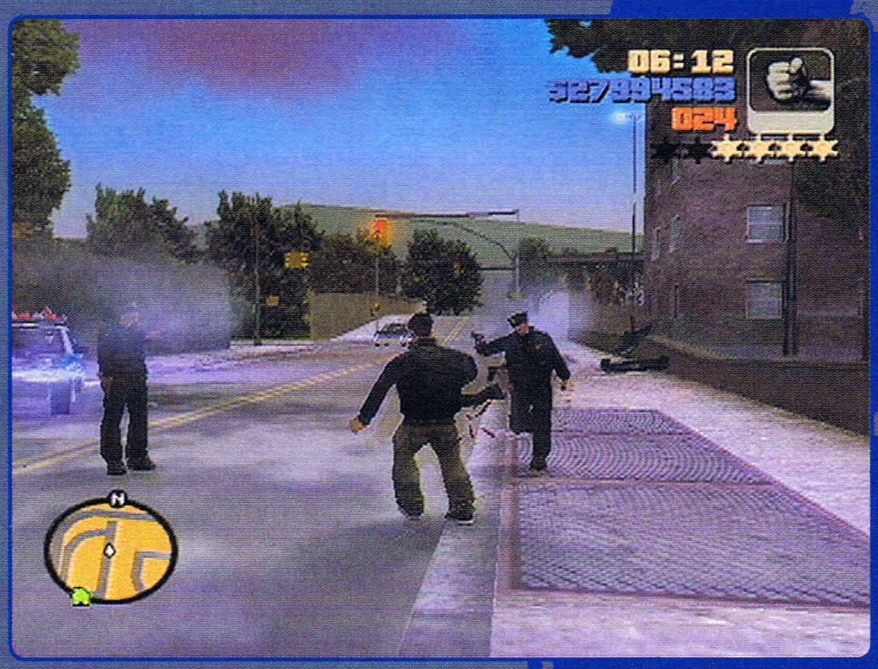
REVIEWER

Dave Perrett

OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** DMA DESIGN | **PUBLISHER:** ROCKSTAR | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC, XBOX | **CALL:** 01753 854 444 | **PLAYERS:** 1

Call the cops! Rockstar's **rockin' rob-'em** up is here, so **buckle up** and go joyriding.

GAMING MASTERPIECE



Grand Theft Auto 3

If there ever was a game that your mother warned you about playing, it was strip poker with Anne Robinson and Jeremy Beadle.

However, if it was a videogame that she was lecturing you about, then the controversial *Grand Theft Auto 3* will probably be the one.

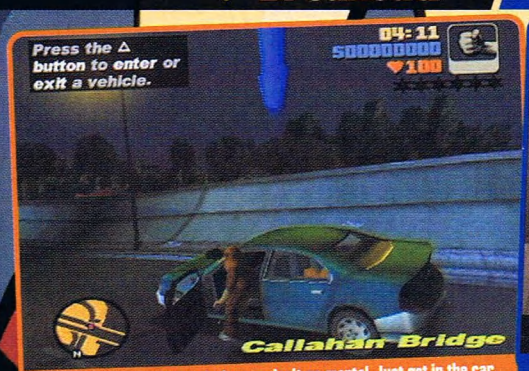
Pretty much everything that would, in real life, get you thrown into prison for the rest of your days is in this game – and you can do it all.

FULL OF ATTITUDE

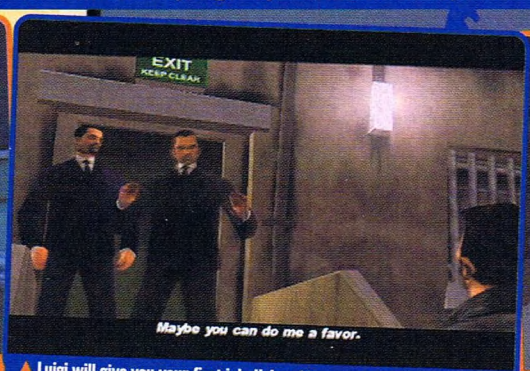
This is Eminem, with all his swearing, attitude and court appearances rolled into one – only better, badder, and in a gaming format. Thankfully though, *GTA3* is not only about being a naughty boy. It's also a stunningly good game, and it's very different from anything that you will have played before.

Breakout!

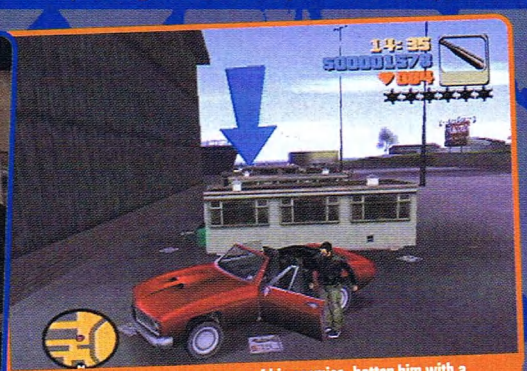
Some gangsters stopped a police van and busted your ass out of jail. So are you going to go straight for a while? Maybe get a job in Marks and Spencer? Nah you've got to do some jobs for the boys.



▲ This is the very first mission, so don't go mental. Just get in the car, change out of your prison uniform and head for the hideout.



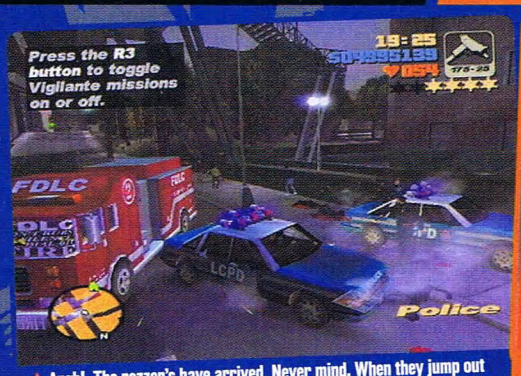
▲ Luigi will give you your first job. He's asking you to do him a favour and you can bet your life he's not asking you to buy his lunch for him.



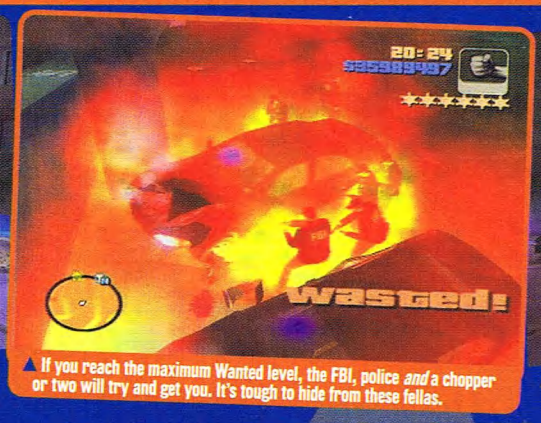
▲ Luigi has asked you to meet one of his enemies, batter him with a baseball bat, steal his car, take it to the garage and re-spray it.

You're Nicked Pal!

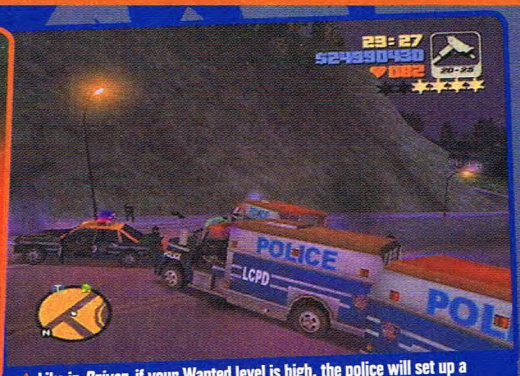
If the police spot you when you're in the middle of committing a crime, or if you do something seriously bad, your Wanted level will increase and the cops will chase and try to arrest you with increasing determination.



▲ Argh! The rozzer's have arrived. Never mind. When they jump out of their cars, you can run past 'em and nick their vehicle. Fantastic.



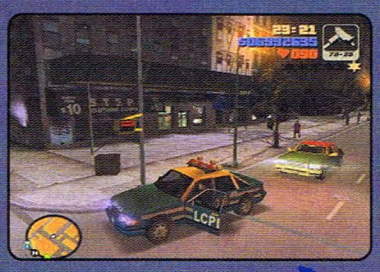
▲ If you reach the maximum Wanted level, the FBI, police *and* a chopper or two will try and get you. It's tough to hide from these fellas.



▲ Like in *Driver*, if your Wanted level is high, the police will set up a roadblock. But Tanner couldn't shoot the cars with a bazooka.

The Best Bit

Forget the missions for a while – just get out there and cause some mayhem.



Factpack

The stuff you need to know...

Vehicles	50+
Weapons	9
City sections	3
In-car songs	50+

▲ You can get away with some nasty gangster behaviour if the police aren't around. So, if you want to keep your Wanted level down, make sure you check out the local area for any rozzers, then do your job.

Okay, so it may look like *Driver 2* with better graphics, and it may well be a 3D version of the first two *GTA* games, but *GTA3* actually takes you into the heart of a living, breathing, walking, talking city – and lets you do exactly what you want. Of course, there are loads of varied missions to play and plenty to see, but the point is that you don't actually have to do any of it. So, don't be afraid to shoot and steal stuff just for the hell of it. After all, that's what it's all about.

MAD MISSIONS

If you're familiar with *GTA* you'll have an idea of what's going on here. Basically, you have to complete missions that are assigned to you by your local friendly gang leader. These missions are incredibly diverse, and can range from assassinating an enemy, to dropping off some ladies of the night, or even chasing gangsters and ramming them with your own car. You really have no idea of what you're going to be asked to do next – and that's all part of the fun. Of course, to do any of the missions, you're going to have to beg, steal and borrow. In fact, change 'beg' and 'borrow' in that last sentence to the word 'kill' and you're much nearer to the mark. Now imagine doing this in a glorious, free-roaming 3D world and you're getting close to the brilliant experience that is *GTA3*.

> "... You can **spend hours** and hours **playing** this game and having fun **without** even **thinking** about **playing** any of the **missions**..."

CRAZY TOWN

The action here takes place on the brutal and dangerous streets of Liberty City and, as a small town boy, you have to see if you can make it big in the Mafia by completing the missions and working your way up the underworld ladder. Simple. But to be a gangster you've got to break some laws and get into a few scraps, and that's going to get you in trouble with the police and other gangs. So,

Softography

These guys have also made...

Grand Theft Auto	83%
Grand Theft Auto 2	87%
Wild Metal	76%
Body Harvest	74%
Space Station Silicon Valley	82%
Tanktics	68%

Image Change!

▲ One way to eliminate your Wanted ranking and evade the cops is to re-spray your car.

▲ By painting your car a different colour, the police won't know who you are.

▲ Be warned though, it will cost you a wallet-crunching $1000 to give your car a makeover.

Use Your Fists!

When you start playing you won't have any weapons, so you're going to have to get your knuckles dirty.

▲ Some people will attack you for no reason, and these people need to be taught a lesson. Bosh!

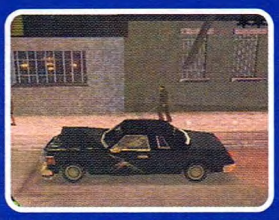
▲ If you start a ruck, be aware that other people may fancy joining in. Let's get ready to rumble.

▲ You've been decked. Now you'll be taken to hospital and you'll lose some of your hard earned dollars

Means of Destruction!

As you progress through the missions you'll get some brilliant weapons. Here's the full list: baseball bat, machine gun, Uzi, shotgun, sniper rifle, rocket launcher, flamethrower, grenades and petrol bombs.

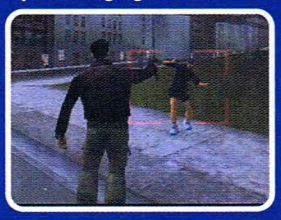
▲ The police won't survive a huge bazooka blast. It's total carnage.

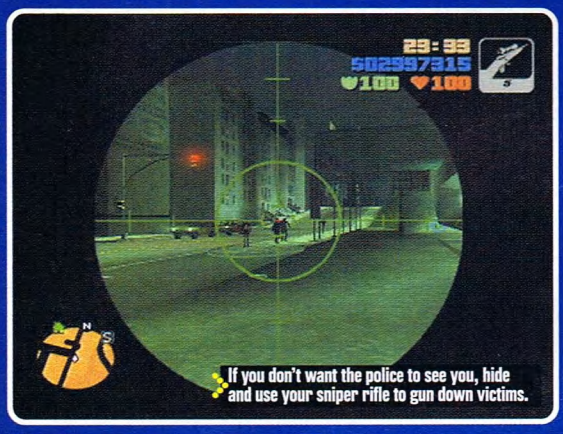


▲ It's a drive-by shooting. Carry on like this and you'll be back in the slammer.

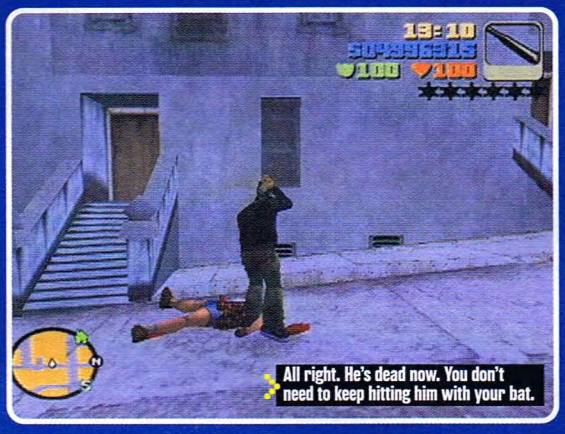
▼ If you want to take out loads of motors, lob a petrol bomb. Ace.

▼ Grab your Uzi and lock on to passers by. It's starting to get a bit evil.





If you don't want the police to see you, hide and use your sniper rifle to gun down victims.



All right. He's dead now. You don't need to keep hitting him with your bat.

Pick a Car!

There are more than 50 vehicles in the game, with four or five colour or style variations for each. That's shed-loads.

Of course, every vehicle that you can see in the game is available for you to steal. Just get in and drive away.

Every vehicle demands a different handling technique, so get used to which ones are fast and which ones chug.

You can walk up to parked cars and nick them. Just be careful not to make the alarm go off, or your Wanted level will soar.

Open All Hours!

Liberty City is a city that never sleeps. All through the day and night you will find people going about their daily business.

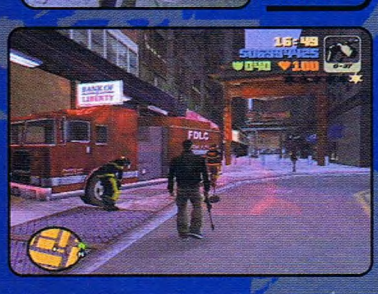
▲ Each vehicle is fitted with a stereo and you can choose from eight different radio stations. Nice.

▲ Like the look of this fantastic truck? Well, don't just stare. Get in, chuck the driver out and speed away.

Each 24 hours takes about 30 minutes of realtime playing. For some missions you'll have to keep an eye on the clock.

It's starting to get dark and so the criminal activity commences. Soon gangs will be roaming the streets.

Of course, it gets more dangerous when nightfall comes, so make sure you keep your head down in the dark hours.



you're going to have to work your way up the ladder without getting caught or wasted. Now there's a tall order.

Thankfully, to help you on your way is a 24 hour city that's absolutely rammed full of people, vehicles, weapons and surprises; and you can always carry on from where you left off if you happen to die or get taken into custody.

FREEDOM

But aside from the orderly missions, *GTA3* contains a game that lets you go anywhere and do anything you want. You can spend hours and hours playing this game and having fun without even thinking about playing any of the missions, which is a strangely odd but liberating experience, and one that you will want to repeat.

There is something very special about a game that offers you something new to see and experience

> "... Fancy blowing cars up and waiting for a **fire engine** before **stealing** it and **ramming** it into a roadblock of **police** cars...?"

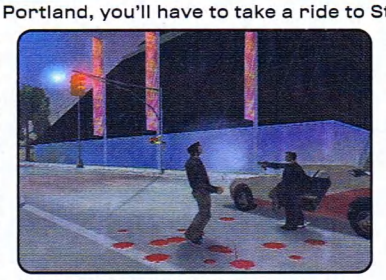
nearly every time you play, and *GTA3* somehow manages to do that. With every play you'll explore just that little bit more and find something new that you didn't know existed in Liberty City before. Dammit, we were still finding and stealing vehicles that we had never seen before well into our 12th hour of play.

It's like living in a real city where you've an Access All Areas pass and a licence to do whatever you want. So, if you fancy blowing some cars up and waiting for a fire engine to come along before stealing the fire engine and ramming it into a roadblock of police cars, then just go ahead and do it. If going for a burn in the fastest car you can nick and performing stunt jumps – just for fun – over a stationary jumbo jet is your bag, get in that car and live the dream. Or if you want to complete some missions to see more of the city, feel free. You can even just stroll around and admire the views. There really are no rules when you're playing *GTA3*. Just don't get busted by the police or killed.

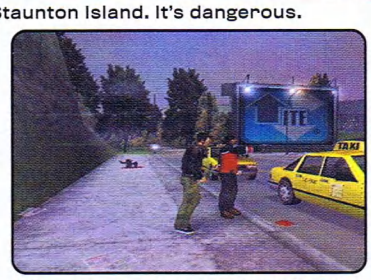
City Scrapes!

After completing all the missions in Portland, you'll have to take a ride to Staunton Island. It's dangerous.

▲ Don't get into a ruck in Staunton Island. Even in broad daylight it's a really dangerous place.



▲ Try and nick someone's car in the later missions and you'll get a bullet in the head. That hurts.



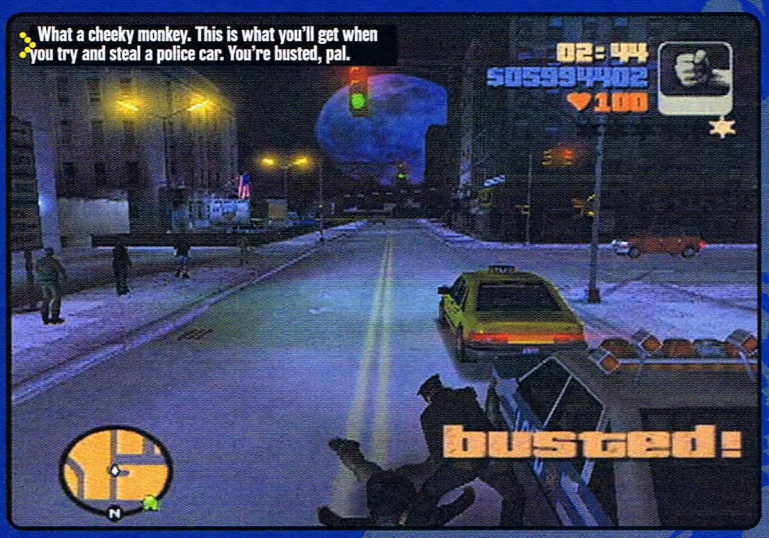
▲ If you get your guns out, you'll start a mini riot and all the gangsters will start shooting each other.

Follow Him!

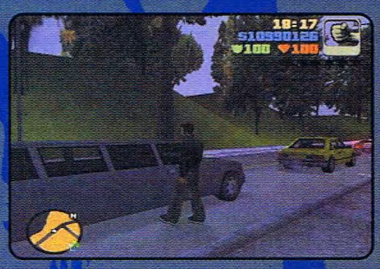
This mission is straight outta *Driver* as you get involved in a huge car chase. Jump in a hot motor, burn after your target, and ram him. But this is even harder than *Driver* as, unlike in Tanner's chasing missions, the police will be on your tail as well.

▲ It's a bit like a violent *Crazy Taxi* as you can take loads of short-cuts to get to your destination. Keep an eye on the radar.

▲ This is between you and the gangster. Why did the rozzers have to get involved? Maybe it's because you ran over some civilians...



▲ What a cheeky monkey. This is what you'll get when you try and steal a police car. You're busted, pal.



Smack My Car Up!

Each car is fitted with 17 crumple zones that will be damaged every time you hit something else.

▲ Can you keep your favourite car in immaculate condition for very long? Didn't think so.

▲ When you really beat your car up it will eventually explode. Get out of there before it blows.

▲ Still, if you do lose your car, you can always steal the very next one that comes along.

LET THE MUSIC PLAY

As the perfect accompaniment to all the mayhem and shocking behaviour that goes on in Liberty City, the game can boast well over three hours of music and chat on the live radio stations that blare out while you're playing. Every time that you get into a vehicle, one of the eight radio stations kicks in, and it could be playing anything from mickey-taking adverts to talk shows with pointless guests. Musically, things vary right through from drum and bass via hip-hop and pop, all the way to a lovely piece of opera or two.

And you know, there really is nothing like running over a pedestrian to the wails of Pavarotti. Yes, it's sick, but it is also truly brilliant. *Grand Theft Auto 3* isn't for everyone. The way it mixes extreme violence with sick humour could well shock and distress those people of a more sensitive disposition. Sadly, the drive-by shootings will put some people off their tea, and the shooting of police officers is bound to cause others to write with rage to their MP.

BEYOND THE SHOCK

But when you cast all the shock elements aside and look at, play and enjoy the game, you can't help but feel you're part of something special. Liberty City is a sick, twisted and shocking place, and yet it is a wonderful place in which you'll have a ton of fun. We know that this bad-ass original gangster of a game is morally wrong, yet it feels so right. Almost immediately after your first play you'll realise that underneath the cloak of controversy that will forever shadow *GTA3* sits a truly special, groundbreaking and brilliant game. You'll love it.

Car Wars!

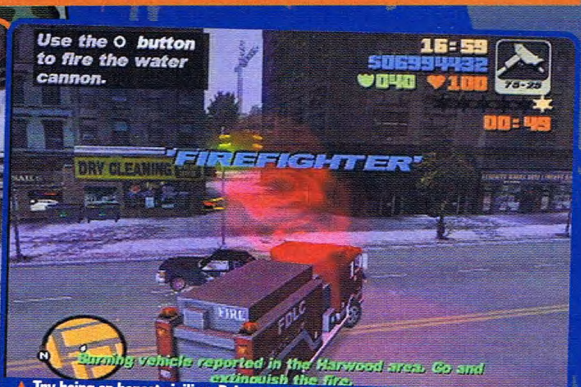
Surprisingly, not all of the people that you meet along the way are eager to let you steal their car. In fact, some will even put up a fight to stop your from taking there property. Still, that gives you a chance to beat them up and nick their pride and joy. Nice.

▲ You don't have to buy a car. Get your hands on any car you want to own right now.

Giz a Job!

Get into a police car, taxi, ambulance or fire truck, complete a mission, and earn yerself some dosh.

▲ If you get in a taxi, you can pick up passengers and take them to their destinations. It's just like *Crazy Taxi*, except you can run people over.


Use the ○ button to fire the water cannon.
'FIREFIGHTER'
Burning vehicle reported in the Harwood area. Go and extinguish the fire.

▲ Try being an honest civilian. Drive around Liberty City in a fire engine and put out fires. It's great fun and you'll earn some extra dollars for doing it.

Judgement

GRAPHICS A bit glitchy, but what do you expect from a city this size? Good, but not mind blowing.

GAMEPLAY Sick and twisted but such good fun that you won't care. Everything feels just right.

LIFESPAN Bonus missions on top of main missions and a lot of messing around. Could last an eternity.

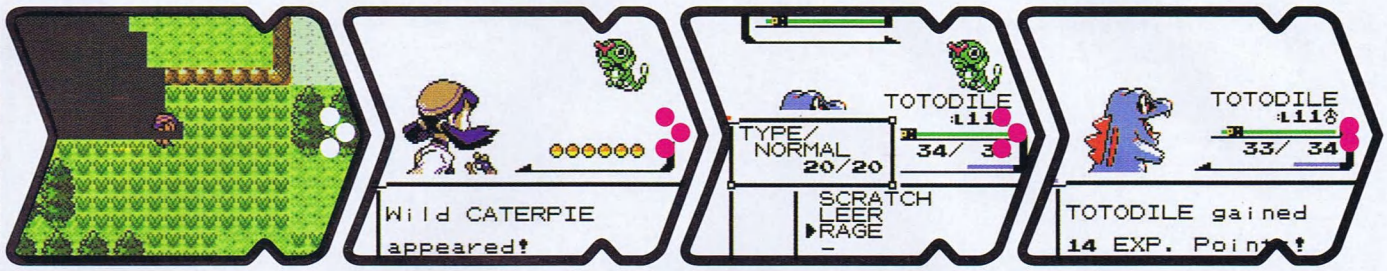
Reveals something new with every play. Original, comical and shocking, *GTA3* has it all. Except *The Daily Mail's* approval.

Overall

91%

REVIEWER

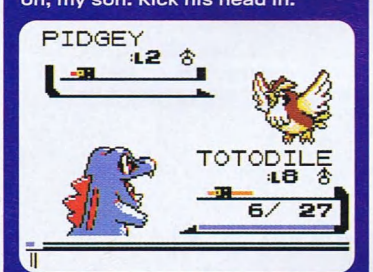
Adam Waring



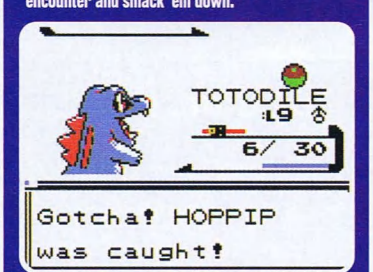
OUT: NOW | FORMAT: GBC | PRICE: £30 | DEVELOPER: GAME FREAK | PUBLISHER: NINTENDO | SPECIAL FEATURES: LINK CABLE | OTHER FORMATS: NONE | CALL: 01703 652 222 | PLAYERS: 1

Fight Club!

No one likes a good ruck more than Pokémon, and who are you to stop them? You'll spend an awful lot of time getting your little critters into punch-ups. Go on, my son. Kick his head in.



▲ Walking about in long grass soon disturbs Pokémon. Send your boys out to fight any you encounter and smack 'em down.

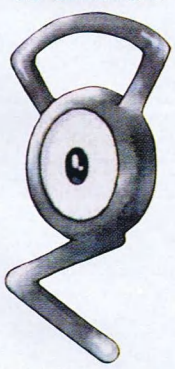


▲ To add Pokémon to your collection, throw a Pokéball at one when you've weakened it a little. With a bit of luck, you'll snag it.

▲ You'll meet plenty of rival trainers who are only too willing to put their monsters to the test. Go on, show 'em who's boss.

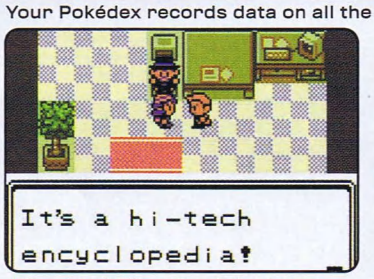
Long grass, **Professor Oak**, gym leaders, **trainer battles**, Pidgey – Pokémon's back! Again...

Pokémon Crystal

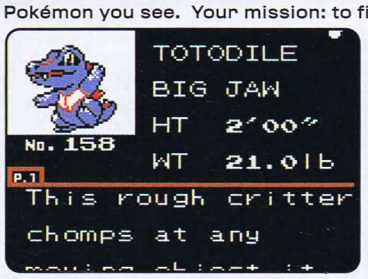


By the Book!

Your Pokédex records data on all the Pokémon you see. Your mission: to fill it with all 251 Pokémon.



▲ You get the Pokédex early on in the adventure when you go and visit Mr Pokémon.



▲ There's in-depth information on every single Pokémon you encounter. Stat-tastic stuff!

▲ Check the map screen to discover where a particular Pokémon resides. Happy huntin'.

When will it stop? Since *Red* and *Blue* launched a couple of years ago, barely a month seems to pass without a new Pokémentalism.

We've had (deep breath) *Red*, *Blue*, *Yellow*, *Pinball*, *Card*, *Snap*, *Stadium*, *Gold*, *Silver*, *Stadium 2*. And now there's the sparkling new *Crystal*. If you're one of the three people on the planet that hasn't yet been bitten by the Pokémon bug, then it goes something like this.

Softography

These guys have also made...

Pokéman Pinball	88%
Pokémon Stadium	88%
Pokémon Snap	82%
Pokémon Yellow	92%
Pokémon Trading Card Game	76%
Pokémon Gold & Silver	92%

STRANGE CREATURES

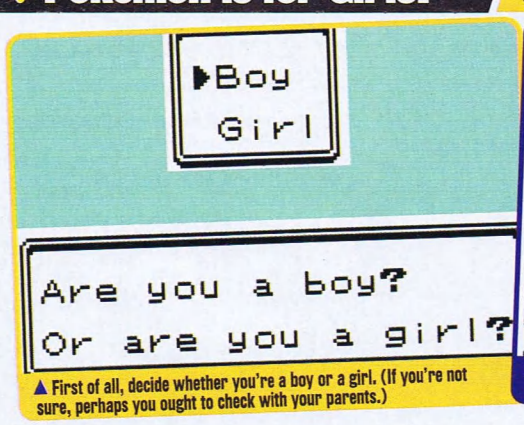
It's an RPG in which your quest is to become the ultimate Pokémon trainer. Pokémon are strange creatures that you capture on your travels and use to fight against other Pokémon and trainers you encounter on your way. The more your Pokémon fight, the stronger they get, learning more abilities and even evolving into new types of Pokémon. However, and this is the clever bit, you can't complete your collection without trading Pokémon with other Poké-fanatics via a link cable.

SAME AGAIN?

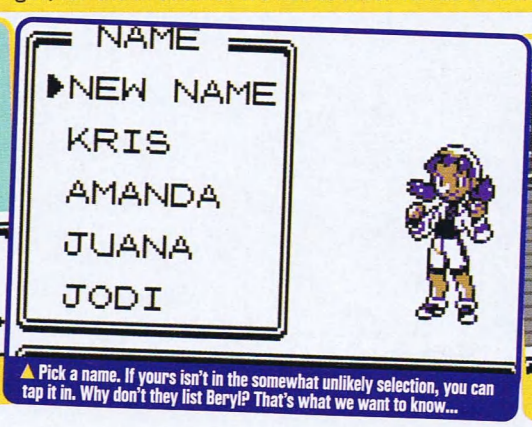
Crystal is to *Gold* and *Silver* what *Yellow* was to *Red* and *Blue* – essentially it's the same game all over again, but with a slight remix of some of the monsters and a couple of cosmetic bells and whistles thrown in for good measure.

Pokémon is for Girls!

The biggest single change to *Pokémon Crystal* is that you can now play with the fairer sex (er, that's a girl) for the first time. It's not as much fun as it sounds, though *(Ehp – Ed)*.



▲ First of all, decide whether you're a boy or a girl. (If you're not sure, perhaps you ought to check with your parents.)

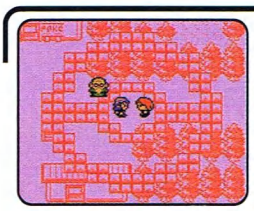


▲ Pick a name. If yours isn't in the somewhat unlikely selection, you can tap it in. Why don't they list Beryl? That's what we want to know...

▲ And there you are – as a lady. Your feminine form doesn't alter the way the game plays one little bit, though.

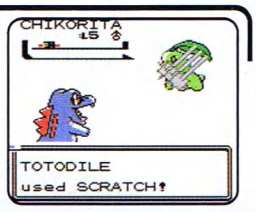
Red Alert!

As in *Gold* and *Silver*, the ginger-topped lout is your arch rival. That would be fighting talk where we come from.



The screen fades out as you (or, rather, your Pokémon) prepare for your very first trainer battle. Let's rumble.

Your Pokémon trade blows. Your rival actually has the advantage, but if you've built up your strength sufficiently...



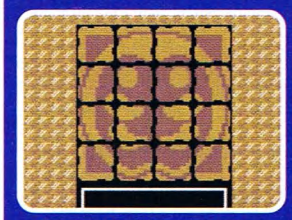
... Then you should come up trumps. Somehow, we don't think that that's the last we're going to see of old carrot-top.

Japanese gamers went crazy for *Crystal* because it linked the Game Boy to their mobile phones, allowing them to trade monsters over the airwaves. But in the UK game (indeed in any version released outside of Japan) there is no such feature. And unlike *Yellow*, which had the TV series to hang a new plot on, this is near-identical to *Gold/Silver*. Sadly, in the absence of the phone link, there isn't much new stuff to get excited about.

... Essentially it's the same game again, with a slight remix of monsters and a couple of cosmetic bells and whistles...

The Even More Mysterious Ruins of Alph!

For the most part, *Pokémon Crystal*'s quest is absolutely identical to the one in *Gold* and *Silver*. However, the Ruins of Alph – home of the mysterious Unown – has even more secrets for you to uncover...



▲ Complete the sliding puzzle and you can collect Unowns, just like in *G&S*.

▲ But doesn't the writing on the back wall look a little more interesting?

▼ Could that spell something? Is there an item with the same name?

▼ Use the item in question and... a secret passage opens up. Go exploring.

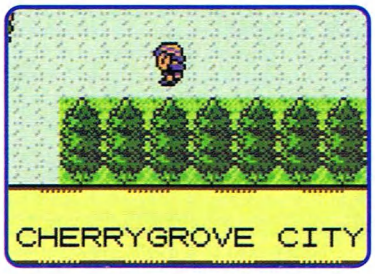
A room full of treasure. What are you waiting for? Loot the lot, and hop down the hole in the floor.

More strange writing. Could this be a sign of further adventures to come? (Answer: yes.)

AND FOR THE LADIES

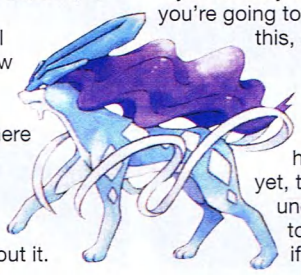
The most significant change is that you can play as a girlie – previous versions would only allow you to play as a lad. But this doesn't affect the way the game plays. A couple of side-quests have been added, you'll find some items and Pokémon in different locations, and there's an opportunity that you didn't have in *Gold* or *Silver* to add a rare Pokémon, Suicune, to your collection.

Other than this, it's all cosmetic. There are a few frames of animation before you battle a Pokémon that weren't there before. A wooden place name pops up on the bottom of the screen when you wander round. And, er, that's about it.



▲ A sign appears at the bottom of the screen when you venture into a new area. Which is nice.

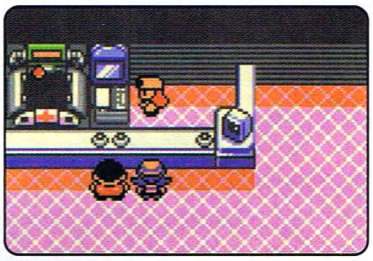
If you already own *Gold* or *Silver* you're going to be disappointed with this, as there's not much more to it. But if you are one of the three people mentioned earlier who hasn't played *Pokémon* yet, then this is undoubtedly the version to go for. Especially if you're a girl.



Factpack

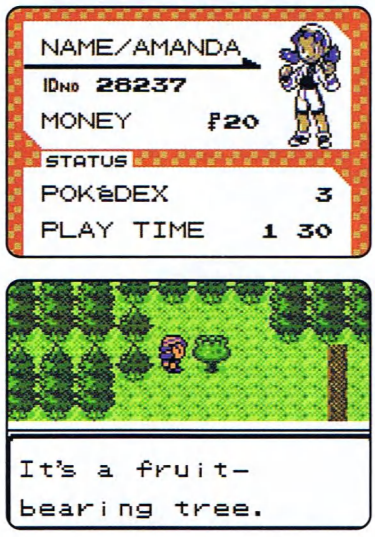
The stuff you need to know...

Pokémon	251
Genders	2
Badges	16
Locations	53



The Best Bit

As ever, it's the combination of collecting, fighting, adventuring and trading that makes it a winner.



Judgement

GRAPHICS A minor improvement over *Gold* and *Silver*, but nothing to write home about.

GAMEPLAY Walk around, find Pokémon, fight 'em, catch 'em, raise 'em. Repeat forever.

LIFESPAN With 251 Pokémon to catch and a big RPG to boot, it's not short of longevity.

If you have *Gold* or *Silver*, stay away. If you don't, and aren't sick to the back teeth of Pokémon yet, this is definitely the one to get.

Overall 80%

OUT: NOW

FORMAT: PC
PRICE: £30

DEVELOPER: GAMESQUAD
PUBLISHER: CRYO INTERACTIVE

▲ That'll teach you to wear a tank top and T-Shirt combo. The fashion police are ruthless.

▲ We have to pray that that's a chain gun in first-person mode. Dodgy graphics.

From Dusk Till Dawn

For those who like their stakes bloody, and not at all well done.

The film had something for everyone. Gorgeous George for women, sexy Salma for men, and a vault-full of vampires for the undead.

But the game has little for anyone: badly edited cutscenes, laughable voice-overs and tedious combat are just some of its failings.

BLOODY AWFUL

This third-person shooter revolves around Seth Gecko (looking like he's been dieting *and* under the knife of an enthusiastic plastic surgeon), and persevering is a fangless task (sorry). With none of Tarantino's wit to lighten it up, the repetitive gameplay has you hitting Uninstall in minutes.

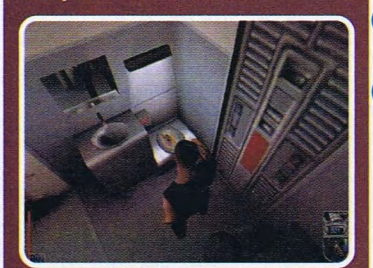
Using the same technology as the recent *Devil Inside*, this game suffers similar problems. Seth tends to glide erratically rather than strafe smoothly; weapons are by-the-numbers hardware, and graphical glitches spoil the pretty environments.

It's a waste of a licence and a pale imitation of a good shooter. We Just hope the team never get their hands on *Reservoir Dogs*.

Neighbourhood!

What sets *FDTD* apart from other, more entertaining shooters, is its lack of detail. Barely any scenery can be used or interacted with. Compare with games like *Half-Life* or *Max Payne* which let you blow up or open almost everything.

▲ Seth is inconsolable when he discovers how badly rendered his bedroom is.



▲ He tries in vain to use the sink, but nothing is interactive in his nightmare world.

▲ Irrefutable evidence that smoking can indeed seriously damage your health. Put it out.

Judgement

GRAPHICS	Reasonable looking locations are let down by terrible character animation.
GAMEPLAY	Poor enemy AI, soulless combat, and bad controls are the final nails in its coffin.
LIFESPAN	A challenge, but you won't be inspired enough to stick with it to the bitter end.

A lifeless shooter that ignores all the best bits of the film that it's based on. Fails to include basic ingredients like interactivity.

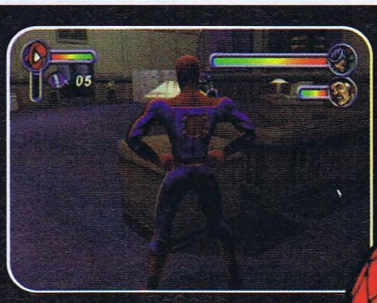
Overall **30%**

REVIEWER: Matthew Pierce

OUT: NOW

FORMAT: PC
PRICE: £30

DEVELOPER: LTI GRAY MATTER
PUBLISHER: ACTIVISION



▲ Are you *sure* my bum doesn't look big in this? My spidey senses detect some wobble.

▲ Spidey shoots his load over an unsuspecting thug.

Spider-Man

Even superheroes are addicted to the world wide web you know.

Doing whatever a spider can was always a worryingly slender skill set for a superhero.

After all, getting trapped in the bath and crafting traps made of silk aren't known to strike the fear of god into many criminal uber bosses. It's lucky then, that in this port of the PSone third-person action adventure, Peter Parker's alter ego has a generous array of arachnid attacks at his disposal.

COLOURFUL COMBOS

Web fists, a defensive web cocoon and kick and punch combos complement Spidey's basic web slinging, and it's these that you'll need to use to ensnare the thugs, cops (you've been framed, natch), and super villains that pop up to maintain the comic book credibility. Swinging between, and climbing skyscrapers, is simplicity itself thanks to the well-judged – perhaps over-generous, in truth – swing controls. Don't expect the puzzles and battles to slow Spidey's progress either; this is arcade action for your younger brother and, aside from a couple of reasonably tough cookies (Mysterio and Venom), it isn't going to cause you any sleepless nights.

Sure, there are cute comic covers to collect, galleries and alternative costumes to unlock, but coming so late after the console version, serious PC webheads will feel their Spider sense telling them to avoid this one...

Judgement

GRAPHICS	Only slightly sharper than the PSone version, with horribly grainy cutscenes.
GAMEPLAY	Keyboard control needs eight limbs – or a pad – for the fast, fluid arcade action.
LIFESPAN	As long-lived as a daddy-longlegs. Nothing makes up for its lack of multi-player though.

A faithful port of the original console web crawler outing, but the absence of added extras sadly means it's far too little, far too late.

Overall **65%**

▲ Coo, all this walking round on ceilings really gives you a headache at first. You'll soon adjust though.

REVIEWER: Matthew Pierce

OUT: NOW | FORMAT: GBA | PRICE: £35 | DEVELOPER: CAPCOM | PUBLISHER: UBI SOFT | SPECIAL FEATURES: LINK CABLE | OTHER FORMATS: ARCADE, SNES | CALL: 01932 838 230 | PLAYERS: 1-2

Sound Familiar?

Rescue your girlfriend who has been kidnapped by a gang of street thugs and held hostage in the depths of the *wrong* side of town.

The game is based around the same age-old premise that every single old school beat-'em-up *ever* uses...

Your lady friend has been kidnapped and is being held hostage across town. It's up to you to fight your way over there.

You begin with a choice of three characters, each of whom has their own strengths. We like the super-speedy Guy.

▲ There's a whole range of different enemy types, each of which has their own unique style of attack.

The **arcade brawling classic** makes a **welcome return**, this time **in miniature.** Huuurrrggghh!

Final Fight One

It's not often that games you reminisce about fondly from years ago are ever as good as you remember them being when they are revived for new consoles.

But the new GBA version of beat-'em-up *Final Fight* is one of the few honourable exceptions, with the 12 year old coin-op classic making a flawless transition onto Ninty's little gem of a handheld.

TAKE A SCROLL

For anyone only used to the likes of *Tekken*, the gameplay may come as something of a shock. Rather than being based on three rounds of one-on-one scraps, it's a side-scroller in which you have to see off seemingly endless hordes of rock hard enemies, with a suitably tough boss appearance marking the end of each level. Get stuck into him.

It's a simple enough premise, and one that apparently went out of fashion with the advent of 32-bit consoles, but it works absolutely brilliantly on a handheld.

FIGHTING FRENZY

The range of moves and choice of characters on offer is incredibly limited in comparison to what you'd expect from most beat-'em-ups these days, but this is compensated for with the sheer frenzied pace of the game.

The range of opponents each have their own unique style of attack, whether it be straight punches, flying kicks or running headbutts. In exchange, you're able to unleash an assortment of kicks, punches and throws simply by hammering B, with A allowing you to jump. Also dead handy is the special attack, activated by tapping R which simultaneously damages everyone on screen – it's so powerful that it actually depletes your own energy when you do it.

For anyone who wasted their Saturday afternoons feeding change into the coin-op version, this game is every bit as good as you remember it being. And if you've never heard of it before, this finally goes to prove that it *is* possible to do a decent beat-'em-up on a handheld and you should go and buy it. Hurrah!

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	94%
Onimusha: Warlords	90%
Street Fighter Collection 2	49%

Finders Keepers!

If you see a seemingly innocent-looking crate or oil drum, it's well worth kicking. Often hidden inside are power-ups and weapons.

▲ Along with energy power-ups are weapons such as knives and even lead pipes. Ooooh, nasty.

▲ Knives come in handy as projectile weapons. You can only use them once so aim carefully.

The Best Bit

Hit R and you'll unleash a special attack that maims everyone on screen.

Judgement

GRAPHICS Boasts lush backdrops and great animation, but some levels are a little bit dark.

GAMEPLAY Not much in the way of variety but the sheer pace makes it incredibly moreish.

LIFESPAN The single-player game is straightforward, but the link-up option improves its length.

A superb miniaturised conversion and, finally, a decent handheld beat-'em-up for GBA. One player game's a bit quick though.

Overall 85%

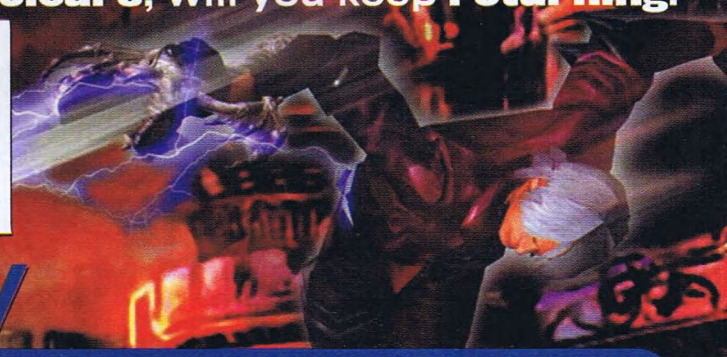
REVIEWER

Oliver Hurley

OUT: NOW (JAP), NOV (UK) **FORMAT:** PS2 **PRICE:** IMPORT **DEVELOPER:** CAPCOM **PUBLISHER:** CAPCOM **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 0207 925 2526 **PLAYERS:** 1

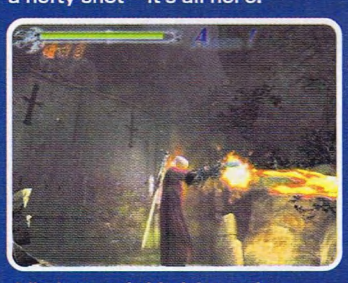
Capcom's latest is **PS2's coolest shooter** yet. But **when the gunsmoke clears**, will you keep **returning?**

Devil May Cry

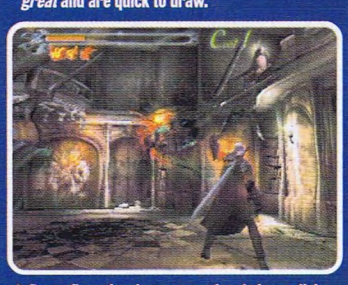


Shoot to Kill!

Dante's got a hefty arsenal at his disposal, and each weapon's suited to a particular situation. Whether you need something small and nifty or something with a hefty shot – it's all here.



▲ Handguns may look basic but are always useful: they're accurate and fast. And they look *great* and are quick to draw.



▲ Dante fires the shotgun one-handed – stylish *and* powerful. Whole limbs can be blown apart with one carefully aimed shot.

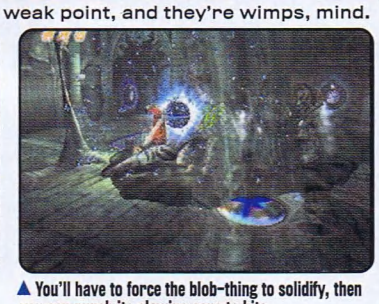
▲ You can't jump while you're firing the grenade launcher. Never mind, that's the price you pay for reeking destructive power.

Hello Nasties!

Devil May Cry's bosses are the most vicious we've seen on PS2. Find their weak point, and they're wimps, mind.

▲ The scorpion boss spurts bug-juice at you if you hit him right in the stinger. Get your wet wipes out.

▲ The bird's best dealt with using a grenade launcher. It's like messy clay-pigeon shooting.



▲ You'll have to force the blob-thing to solidify, then you can punch its glowing core to bits.

Everyone wants to be cool, but what *is* cool? Facial piercings? Wraparound shades? Baseball caps? Fortunately, everyone agrees that shooting things with handguns then hitting them with a great big sword is *incredibly* cool – including Shinji Mikami, the bod behind the *Resi Evil* series. Which is why his latest game involves lots of it.

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	94%
Onimusha: Warlords	90%
Street Fighter Collection 2	49%

REVENGE

You play supernatural demon hunter Dante, owner of the Devil May Cry detective agency (so called because, even if they *do* cry, he still shoots 'em). On the search for the demonic killer of his mum and brother (his dad was legendary demon-killer Sparda), he enters a castle full of monsters at the suggestion of a lady called Trish – who's just tried to kill him. Fine

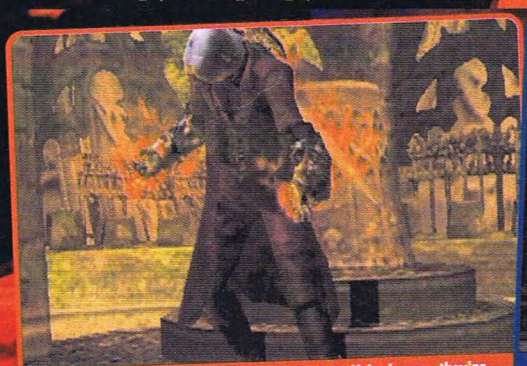
SHOOTING DEMON

DMC's control system is a joy. Dante's a nimble bloke, and within moments you'll be sprinting and leaping your way around. His guns auto-aim, *Tomb Raider*-style, and in the early levels it's easy just to shoot everything.

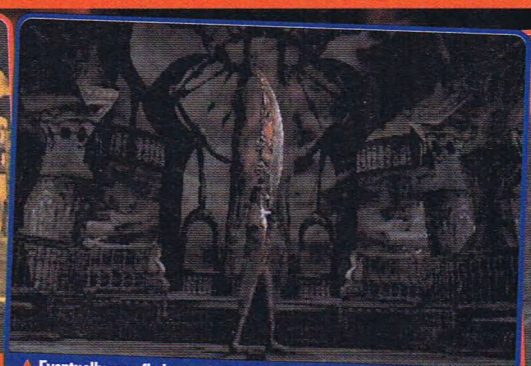
But shooting alone isn't enough. Each time you kill an enemy you're given a rank, from Dull to Absolute to Stylish. Your overall rank affects your score at the end, so take everyone out as coolly as possible, by using your sword and guns together. How about doing a flying sword uppercut,

Tool Up, Chop Up, Punch Out!

Although you spend the first few levels fighting for your life, you'll soon get hold of some tasty weaponry – then, when you see the bosses again, they're suddenly a lot less threatening...



▲ About halfway through the game you find the Ifrit gloves – they're particularly handy for flame-grilling bad guys up close.



▲ Eventually, you find your dad's legendary Sparda sword. Shame it doesn't let you use demon power until the very last level, though.

▲ And, without giving too much away, the finale of the game sees you unloading some magic-flavoured justice in your opponents' faces.

Come On, Then!

Dante's never phased by anything that comes his way. Press R2 to get him to do his taunt, if you get bored, that is.

Here he's getting busy blowing away some scythe-chucking witches. Boomshanka! Have some you old hags.

Bugs? No problem. Except for when they start flinging mucus and baby larvae at you, that is. Euch.

And here he takes on some defenceless suits of armour. Defenceless apart from their armour, anyway.

Smack 'n' Slash!

Apart from all those lovely guns at his disposal, Dante's also got two main Devil Arms: the lightning-powered Alastor sword, and the flame-chucking Ifrit gloves. They've both got different demon powers inside them, too.

▲ Hit L1 and your guns'll fling lightning bolts at the monsters...

▲ ... Alternatively, chuck your sword at them, then shoot as it hacks 'em up...

▼ ... Or just go demon berserk and rain electric death from the skies.

▼ The Ifrit gloves will let you perform some really nifty kick combos...

... The Ifrit gloves also make the shotgun become frighteningly powerful...

... And they let you charge up vicious power punches.

shooting while you're in the air, then doing a downward slash as you land? With endless combos to discover and loads of inventive monsters to smack about, every fight's different.

PUZZLE PROBLEMS

The only problem is, that's pretty much all there is to it. *Resi* had tricky puzzles and *Onimusha* had brain-scrambling block-slotting problems, but *DMC* just *tells* you which sacred object to slot where. Even the most complicated bits just involve hitting things – doors, switches – until they break. Some subgame-style levels break up the monotony, but the swimming sections are irritating, and the shoot-'em-up section seems out of place. You won't get bored – the enemies come too fast for that – but it does make things easy. With the only real challenge coming from bosses, you could complete it in nine hours.

> "... Would you like to try a **flying sword uppercut**, **shooting** while you're **in the air**, then doing a **downward slash** as you **land**...?"

MORE REWARDS

Luckily, there's plenty of incentive to play the Hard mode. For a start, you keep all your weapons – which would make the demon-caning much easier, except that they're incredibly tough. There's at least one secret character to unlock, and 12 secret missions hidden throughout to discover.

▲ Dante's mysterious friend Trish bears an uncanny resemblance to his dead mum. Could it be...?

So, is it worth 40 quid? Well, it's mind-blowing fun while it lasts, and it'll impress your mates, but after a fortnight it's difficult to imagine coming back to *Devil May Cry*. Get it in, definitely, but expect to be trading it for another game in a month or so.

Factpack

The stuff you need to know...

Levels	22
Guns	5
Swords	4
Bosses	7

The Best Bit

Any time the Black Knight turns up, you know you're in for a scrap of epic proportions.

Judgement

GRAPHICS Spectacular fireworks, environments and monsters, but wonky camera angles.

GAMEPLAY The puzzles are terrible, but the shooting is such fun you'll worry about your sanity.

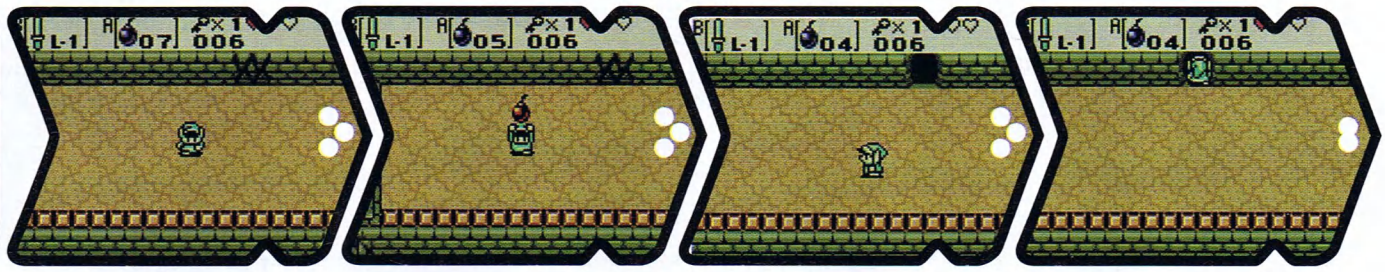
LIFESPAN You'll complete it in a day, but the Hard mode and secrets make it worth replaying.

Short, but sweeter than a bucket of coke and watching *The Matrix* with the volume on max. Intense fun – just don't expect it to last.

Overall 89%

REVIEWER

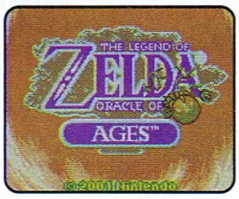
Robin Alway



OUT: NOW | FORMAT: GBC | PRICE: £30 EACH | DEVELOPER: CAPCOM/NINTENDO | PUBLISHER: NINTENDO | SPECIAL FEATURES: LINK CABLE | OTHER FORMATS: NONE | CALL: 01703 652 222 | PLAYERS: 1

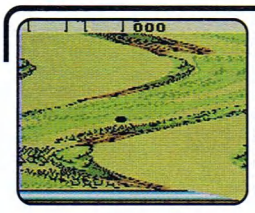
In the Beginning!

A nice, cleanly animated *Oracle of Ages* title screen quickly introduces us to the actual gameplay. It's so exciting.



The next thing you see is a *Final Fantasy*-style dialogue screen which nicely leads you into the action proper. Nearly there.

There now. That wasn't too long a wait, was it? Good job too, we were nearly wetting our pants with excitement.



Having already filled in your name, you're briefed and charged with a gargantuan quest. You just know you're hooked now.

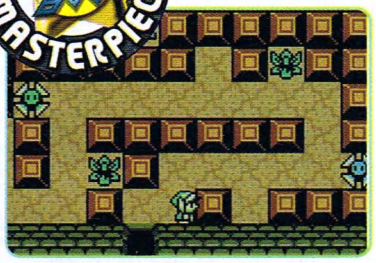
Rain or shine, night or day, Link's **all-new GBC** adventures **proves** to be an **instant classic.**

Legend of Zelda:

Oracle of Ages/Seasons

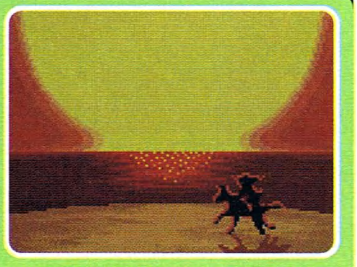
The Best Bit

It's those animated cutscenes. They really set everything off perfectly and don't half look cool. Better than FMV? You bet!

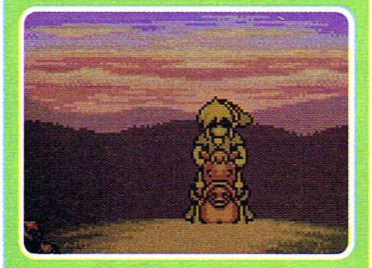


GAMING MASTERPIECE

Prince Charming!



▲ The sunset rider Link gallops across the bay. He's on the lookout for Princess Zelda.



▲ No luck in his search, so he carries on trotting through the countryside, admiring the view. It's a tough life being a Nintendo hero.

As you've noticed, these are two separate games. In *Seasons*, Link scurries through the four seasons and wreaks havoc with the weather, while *Ages* sees him travelling through time, going back to the future, and generally getting lost.

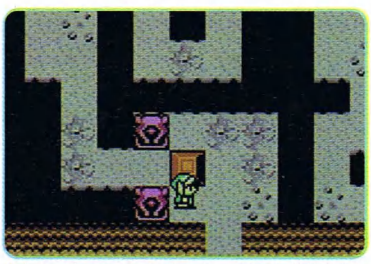
The evil Onox is playing a Ganondorf-like role, making the happy world of Hyrule – and the district of Holodrum – a really miserable place. In *Oracle of Seasons*, Onox, the General of Darkness, is out to strip Hyrule of its sunny weather and abundant plant life, leaving it dead. Onox has kidnapped Din, the Oracle of Seasons, and only Link can stop him in his tracks. Fortunately, Link is da man.

LINK-UP LINK

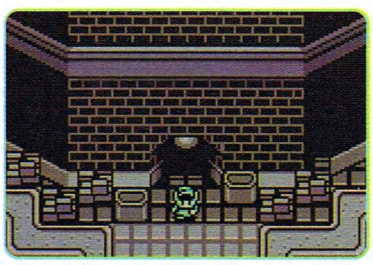
Throughout both games, it's down to Link to banish the evil forces of Onox, but both *Ages* and *Seasons* must be played if you want to do this properly. So what's the deal with releasing two games? Well basically, both games have different plots but share the same basic features. To completely rid Hyrule of the evil Onox, both games must be played. Along the way, linking up with another GBC that's playing the *Oracle* game gives players the option to take items and passwords from each other's games. This way, players can complete their adventures with the help of a mate. But beware, as other creatures travel between the two games as well.

MAGIC POWERS

By manipulating the weather and the time, Onox has messed everything up – but Link has his allies, and his mystical seeds – oh yes. Growing



▲ Guess what season Link's in here. That's right, he's freezing his butt off – and all for Zelda. What a hero.



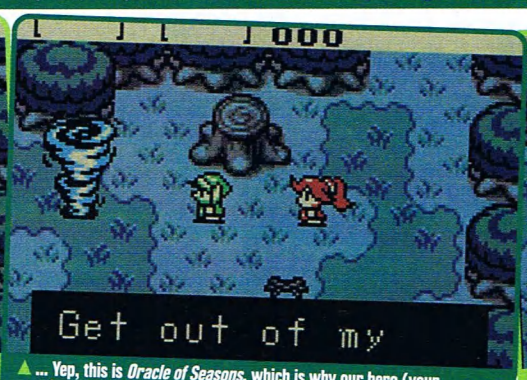
▲ Look at that brickwork! Okay, it's not that cool, but what lies beyond is pure dungeon exploring gameplay.

▲ You want scope? You got it. *Zelda*'s cutscenes don't just tell a story, they give you a feel for Hyrule.

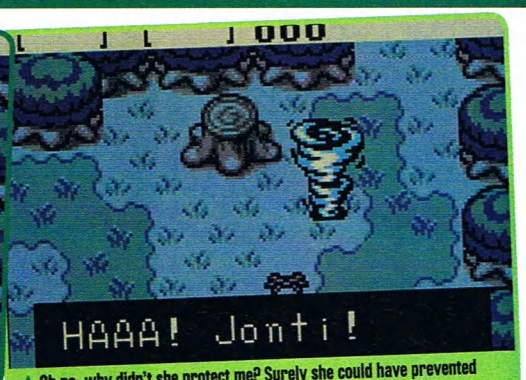
Soap Opera Stories!

Mixed in with the stunning animated cutscenes are in-game cutscenes, such as this one. As you'd expect, they serve to move the story along and are as gripping as any episode of *EastEnders*.

▲ Near the beginning of *Oracle of Seasons*, Din is captured by Onox and his terrible tornado. What's more, Link gets caught up, too...



▲ ... Yep, this is *Oracle of Seasons*, which is why our hero (your reviewer) finds himself in this weathered situation.

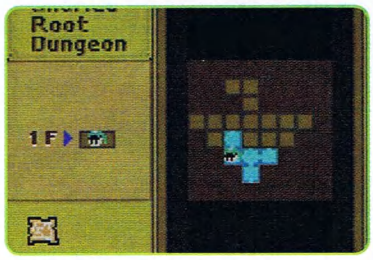


▲ Oh no, why didn't she protect me? Surely she could have prevented me from getting swept up in that big hurricane.

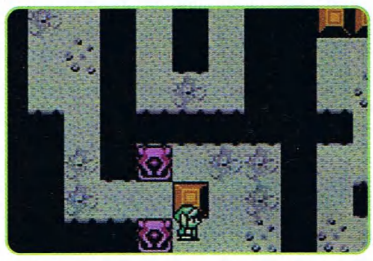
Factpack

The stuff you need to know...

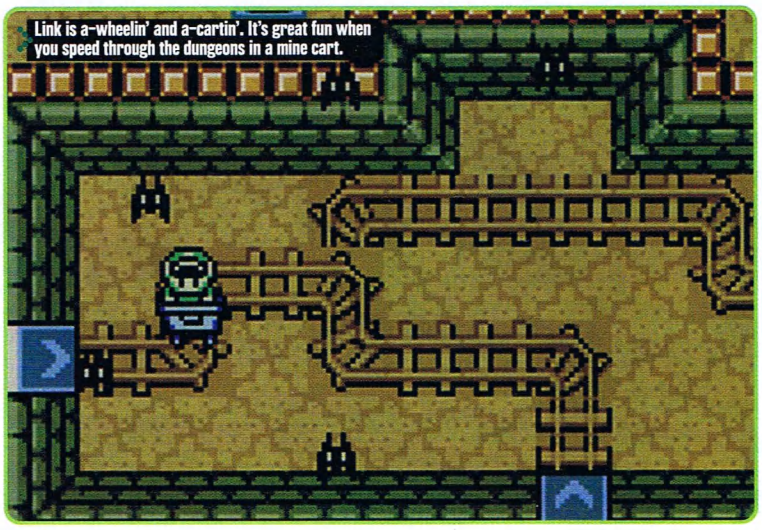
Magical rings	60+
Save files per cartridge	3
Compatible with link cable?	Yes
Abilities	Swimming, jumping, flying



▲ If it weren't for the maps Link would be stuck. He'd be dizzy with disorientation. Not good.



▲ Ah, those dungeons. They're the greatest sections in *Zelda* games, and they're all over the shop in *Oracles*.



Link is a-wheelin' and a-cartin'. It's great fun when you speed through the dungeons in a mine cart.

mystical seeds gives you new powers. All you need do is pop a seed in a patch of fertile soil, and before you can say 'plantation', you've got extra speed or firestarting abilities. You rule!

On top of those plant-growing shenanigans, both *Oracles* games present Link with magical rings to collect. There are many different types of ring to collect, and each one gives Link a special ability, such as being able to talk to certain creatures by transforming himself. As if that weren't enough inventory goodness, also available are tools like the good ol' pick and, of course, the sword.

A FRIENDLY HAND

Then there's the addition of zany new characters. In a *Banjo Kazooie*-style twist, Link now hooks up with a variety of other characters to help him progress through his adventure. Moosh, for example, is a winged bear who helps Link to fly through the kingdom of Holodrum.

... In a *Banjo Kazooie* sort of twist, Link now hooks up with other characters to progress through his adventure...

The *Zelda: Oracle* games look superb, boasting clear and sharp graphics. The games' cutscenes are even animated – just like cartoons – and look amazing on the little screen. *Ages* and *Seasons* even sound great. In some areas, there's a surround sound effect which works perfectly, and in all areas the music is right on the money.

All told, both *Oracle of Seasons* and *Oracle of Ages* are awesome. They're packed with classic gameplay, labyrinthine dungeons and huge quests, and topped off with Ninty and Capcom's magic. What more could you want?

Softography

These guys have also made...

This is Capcom/Nintendo's first joint game!

Friendly Flora!

▲ Both *Oracle* games are full of friendly trees and plant-life. Check out some of your friends.

▲ What's to be done? The Maku Tree, like the Deku Tree in *Ocarina of Time*, is a top chap.

▲ In animated form, Big Maku does indeed look big. Sort of like a giant mushroom. Yes.

Judgement

GRAPHICS Lovely sprites packed with colour. The best looking 2D *Zelda* game of the lot.

GAMEPLAY It's *Zelda*. Plays like a dream; the perfect mix of exploration, puzzles and battles.

LIFESPAN How long have you got? You'll need a few hours on top of that. Both games are huge.

It doesn't get much better than this on any platform. Two of the best GB games ever, and the best action-RPGs of the year. Buy.

Overall 96%

Horses for Courses!

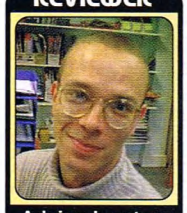
There's no Epona to ride in the *Oracle* series, but there are plenty of riding cutscenes. Link is one tiny jockey.

▲ Don't let that horse stare you out, man. Mean looking, isn't it? But fear not, this is *Zelda* after all.

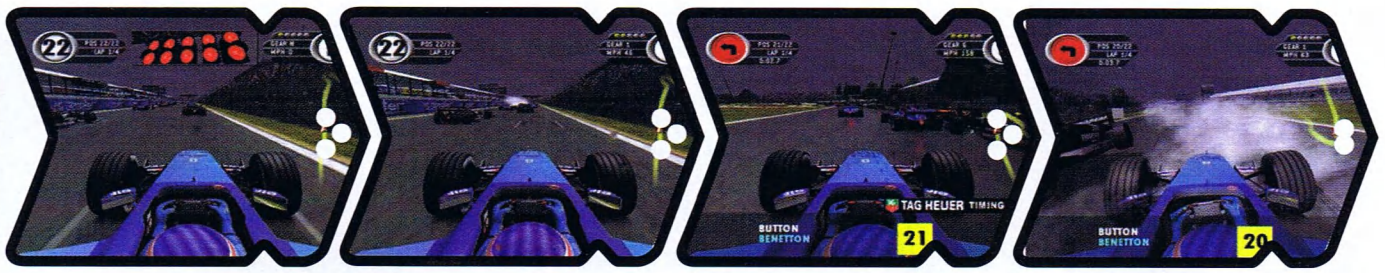
▲ Link's just a little nipper here. He looks exactly like the 'new Link' in GameCube *Legend of Zelda*.

▲ Link's really got that mare tamed now. Whoa there Dobbin, and all that jazz. A real horse whisperer.

REVIEWER



Adrian Lawton



OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA | **SPECIAL FEATURES:** MULTITAP | **OTHER FORMATS:** PC, XBOX | **CALL:** 01932 450 000 | **PLAYERS:** 1-4

Earn and Learn!

Challenges range from the basics – like starting and braking – to dealing with interactive pit stops. Here's the chicane challenge.

First the computer shows us exactly how it's done with this demo. Well that seems easy enough... Give us a go.
DEMONSTRATION
Okay, foot to the floor down the straight and watch for the indicator... Erk, too fast. If we can just hold onto it a bit longer...
... Phew, made it. But only just – not as easy as it looks. If we want that gold medal we're going to have to do much better.
BASICS
THE CHICANE
PERCENTAGE
MINIMUM NEEDED TO PASS
RESULTS
SUCCESS
Continue

▲ Schumacher tries another bit of tasty overtaking but there's no way he's squeezing through there.

What do you do to spice up the F1 formula? Add some arcade-style multi-player modes, of course.

F1 2001

Sometimes it's not good to be different, like being the tallest kid in school and towering above potential snogs at the school disco by a clear 12 inches.

But at other times, being different is the only way to get noticed. For instance, there are so many F1 titles with so little to differentiate between them that they have to be innovative.

NEW CHALLENGES

Happily, *F1 2001* achieves this by introducing a Challenge mode. Here you must pass a series of tests before you can start racing in Grand Prix mode. These work like *Gran Turismo*'s licences by opening up more of the game the further you progress – you can get single races, Custom championships and a Team Mate Challenge (race as all the teams and overtake your team mates to win) among others.

Softography

These guys have also made...

FIFA 2001	53%
Madden NFL 2001	85%
Theme Park Inc	84%
SSX	93%
NBA Live 2001	75%
Knockout Kings 2001	62%

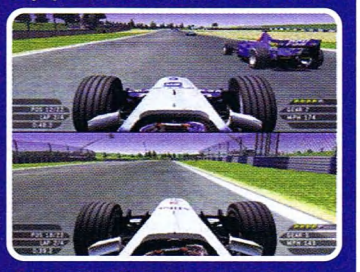
MULTI-GAMES

A good multi-player mode is also included, for up to four players. Rather than just being a tacked-on afterthought, it has several enjoyable modes and comes closer to *Mario Kart* multi-pad mayhem than you'd expect from an F1 game.

It looks good, it's fast, there are several viewpoints, the tracks are accurately modelled and there's changeable weather. Add to this the fact that it can be as complicated as you like and we reckon EA have done a decent job. The F1 game for people put off by Sony's slightly painstaking *Formula One 2001*.

Multiplicity!

Up to three mates are invited to take to the Tarmac with you, and there are plenty of modes to enjoy. Here are some of the best.



▲ Split-screen. Choose between a one-on-one or racing with the rest of the pack.

▲ Last Man Standing. The player in last place is eliminated at the end of each lap – loser!

The Best Bit

Knowing you've nailed the right racing line as you whizz round the courses to nail the race.

Judgement

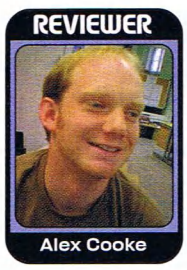
GRAPHICS Solid and detailed. Decent framerate gives a top sensation of speed in the cool cars.

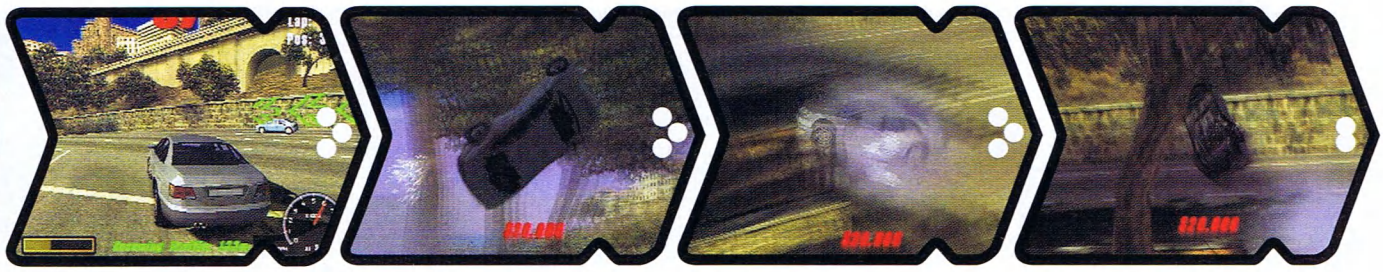
GAMEPLAY F1 won't appeal to all gamers, but it's easy to get into and a great intro to the genre.

LIFESPAN A full race on the hardest setting will takes ages. Multi-player adds tons of replay.

A must-have for F1 fans, which could win over casual gamers too. Sony's *Formula One* is the serious choice, but this does the job.

Overall 83%





OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CRITERION | **PUBLISHER:** ACCLAIM | **SPECIAL FEATURES:** DUAL SHOCK 2 | **OTHER FORMATS:** NONE | **CALL:** 0207 344 5000 | **PLAYERS:** 1-4

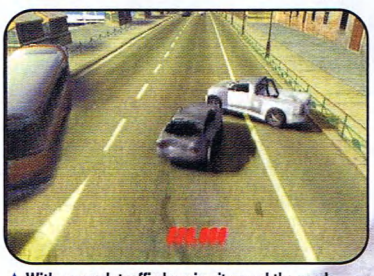
Nudge Nudge!

Do you find car crashes cool? Do you like the sound of bumper on bonnet? Go on, gorge yourself. Get smashing your motor.

Unlike in *Gran Turismo* the cars in *Burnout* are both flippable and breakable, and somehow they're always fixable.

Of course, you might not actually want to crash your car, but these impacts look so good that you do start to enjoy it.

The other three racers in your game can get it wrong too, just try not to get caught up in the mistakes they make.



▲ With so much traffic burning it round the roads, you're going to see a lot of metal kissing.

Scoop your eyeballs back into your head for a danger-filled raz through the streets.

Burnout

If *Burnout* was a coin-op it would start queues stretching all the way back to the spotty teenager in the change booth.

It has everything that a slot-happy racer could want: speed, car-crushing crashes, accessible gameplay, loads of race modes, and a host of classic cars.

URBAN SPEED

Originally known as *Shiny Red Car*, it is a full-tilt tearaway that owes more to the *Ridge/Rage* tradition than sober sims like *Gran Turismo*. But instead of track-bound lapping you are allowed out on the open road for a burn through built up areas and accidents on the autobahn.

Now, these roads aren't the deserted highway and byways of a mythical land; they are the traffic snarled streets of Europe and the US. Your natural instinct might be to drive safely, but where is the fun in that? Instead *Burnout* forces you to aim for near misses, because that way you can build up your turbo. Then, once you have sidewiped every saloon to fill that booster, your near-accidents are turned into seat grabbing bursts of speed that almost guarantee a head-on smash.

GT FREE

The *GT3* sunsets and polygon-eating backgrounds might have been stripped down, but the all-important framerate stays constant, wooshing the world smoothly past you at monstrous speed. And it is this combination of ferociously fast driving and risky manoeuvres that really gets the adrenaline flowing.

Burnout is one of those rare games that you can't help enjoying. Simple but entertaining, its arcade style means it lacks depth and longevity but makes up for both with a heady cocktail of pure danger and thumb-blistering acceleration.

Softography

These guys have also made...

SRC	N/A
Deep Fighter	62%
Trickstyle	72%
Redline Racer	53%
AirBlade	N/A

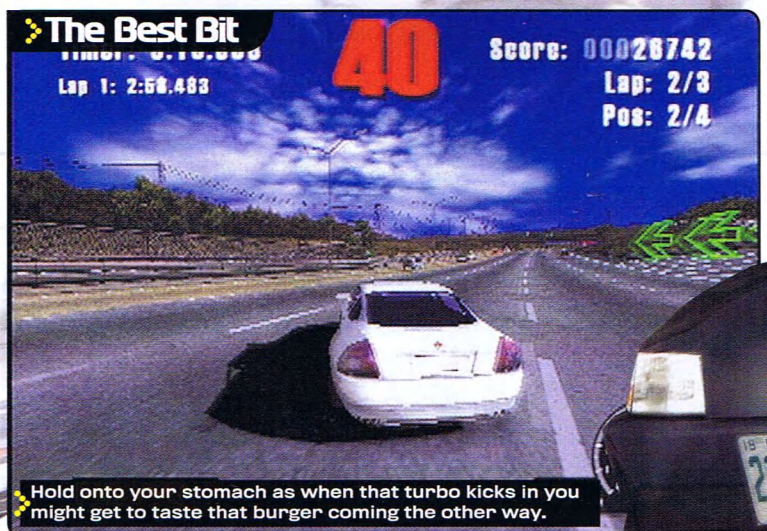
Go for the Burn!

You can increase the traffic with a multi-player mode, or go head-to-head in a duel, betting your cars on the outcome.

▲ Amazingly, the rest of the traffic carries on smoothly as you two fight it out.

▲ This duel is just like the Spielberg movie. You versus a truck. If you win, the rig is yours.

The Best Bit



Hold onto your stomach as when that turbo kicks in you might get to taste that burger coming the other way.

Judgement

GRAPHICS So smooth and so easy on the eye; fabulous crashes give a real feeling of speed.

GAMEPLAY A blindingly fast and hugely entertaining game, this is a fantastic arcade racer.

LIFESPAN Fourteen courses, but long laps and repetitive play take off the initial polish.

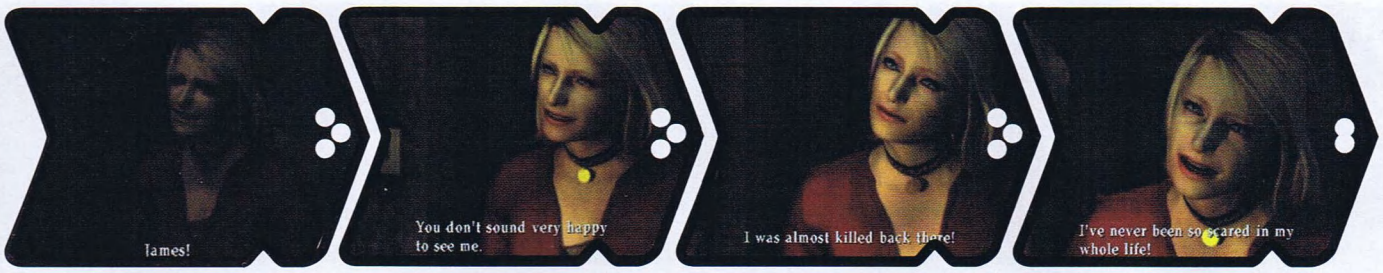
Simply fun, *Burnout* is a full-blooded arcade racer. Amazing in short bursts but won't endure in the way *GT3* does.

Overall

88%

REVIEWER

Jonnie Bryant



OUT: NOVEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: MEMORY CARD | OTHER FORMATS: NONE | CALL: 0208 582 5573 | PLAYERS: 1

Strange Crew!

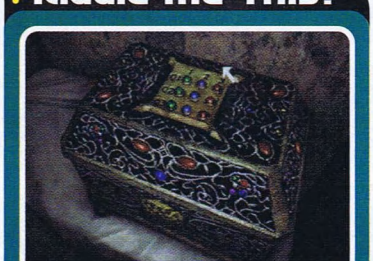
Laura: little girl lost, but she still seems happy to wander about Silent Hill – even with all those horrors on the street.

Angela: she's looking for her mother. She seems to be suffering from amnesia and a case of split personality syndrome too.

Eddie: he's king of the up-chuck and an all-round pizza eating slob. He also appears to be hiding some dark, sinister secret.

Maria: the dead spit of James' wife, only with added sauce appeal. She's also a dab hand at picking open locked doors.

Riddle Me This!



A radio game show starts as you enter the lift. Answer the questions to win a great prize.

Find the rings for the lady on this door and you will be able to open up a secret stairwell that leads down to a hellish basement.

It's an **away day from hell** as James Sunderland goes looking for his **lost bride** in the **sunny resort** of...

Silent Hill 2

The Best Bit

Finally getting hold of some decent firepower and being able to take the fight back to the aberrations that surround you.

From *Scooby Doo* to *Hellraiser*, there's always a grizzled and wide-eyed madman screaming, "Go no further. There be evil in these parts." Such is my job for this review. Listen. Read no further. There be evil in these parts!

Still here? Good, you're the kind of person that producer Akihiro Imamura hopes to appeal to. Unlike the jack-in-the box thrills of the *Resi* series, *Silent Hill* has always been dark. Enter *Silent Hill* and you enter a world of half-formed assailants, hinted-at horrors, and gibbering madness.

PARANOIA

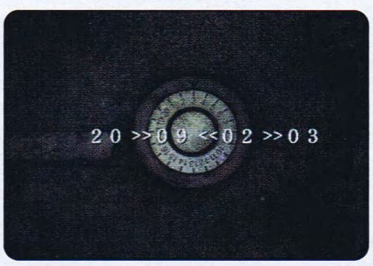
Like its predecessor, you never know what's happening or who to trust, other than your current weapon. It's one of the most oppressive games ever on a console.

Games like this rely on your suspension of disbelief – you must buy into the illusion that these horrors are real. Sadly, there are a few things that remind you it's just a game.

MANIPULATION

For instance, you never feel you're given the freedom you'd like. Lead character James Sunderland is hindered by locked doors, road works and destroyed bridges. This makes you conscious of the coders' desire to guide you from cutscene to cutscene.

Part of the eeriness is finding objects we associate with innocence in the middle of all this horror.

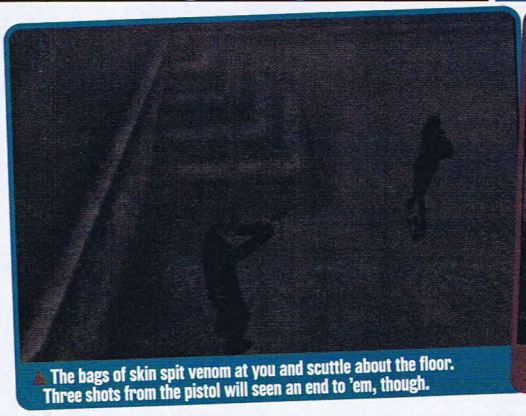


This is going to be a bugger for the tipsters as some puzzles appear to change from one game to the next.

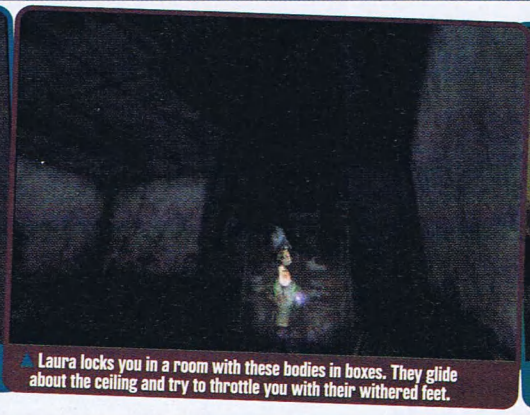
The trouble with Maria is that you're always losing her just as the action reaches a climax.

The Oogabooga Man!

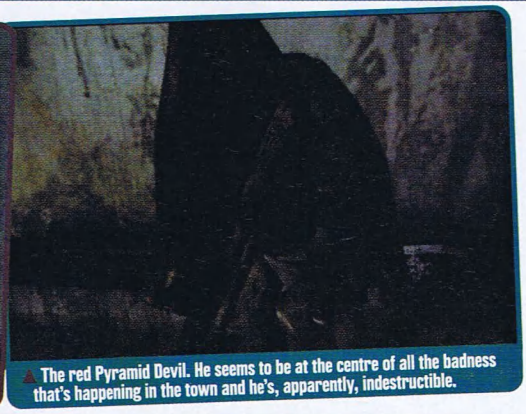
As well as being plagued by biting beetles, armless bags of skin and warped nurses, there are a few bigger beasties that feature in the game and put the wind up you at regular intervals.



▲ The bags of skin spit venom at you and scuttle about the floor. Three shots from the pistol will seen an end to 'em, though.



▲ Laura locks you in a room with these bodies in boxes. They glide about the ceiling and try to throttle you with their withered feet.



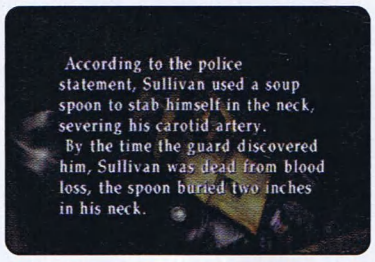
▲ The red Pyramid Devil. He seems to be at the centre of all the badness that's happening in the town and he's, apparently, indestructible.

Factpack

The stuff you need to know...

Basic monster types	4
Central characters	5
Initial weapons	5
Endings	4

▲ It's all gone a bit *Blair Witch* as Maria faces the corner while Pyramid Head attempts to spear her.


According to the police statement, Sullivan used a soup spoon to stab himself in the neck, severing his carotid artery.
By the time the guard discovered him, Sullivan was dead from blood loss, the spoon buried two inches in his neck.

▲ There's the odd moment of extreme blackness to be found. Killed with a spoon indeed. Very grisly.

▲ It's the first time since *Final Fantasy 10* that we've seen this level of character detail in a console game.

RETRACE YOUR STEPS

There's also a heavy amount of backtracking in *Silent Hill 2*, which has the potential to crush enthusiasm. The town has been divided into a light and dark side, and crossing means everything you've charted is lost, leading to yet another round of scouring the same corridors. But then you realise that maybe that's the point, and the developer wants to create a pervading sense of confusion and frustration normally found only in your nightmares. Woo-ha-ha!

Ahem. On the side of the angels are some awesome visuals. The facial animation rivals that of *FF10* – despite being devoid of bright colour – and the emotions conveyed are scarily real.

Then there's the world of *Silent Hill* itself. Swathed in atmospheric fog and darkness, it is incredibly detailed, solid and convincing at every turn. Even fog doesn't detract from the action, as it repeatedly disturbs you with yet another emerging horror.

... Swathed in atmospheric fog and darkness, it remains incredibly detailed, solid and convincing at every turn...

In *Silent Hill 2* you have to dig before you're rewarded, and the only thing that keeps you clutching at the rotting shovel is one of the most compelling and enigmatic plots ever in a console game. Why have this group of misfits been drawn to the town? What has happened to James' wife, and what atrocity lies behind the iron hood of the Pyramid Devil? Solve the riddle yourself. Those who hide under the blankets for late night *Buffy*, go elsewhere. There be evil in these parts...

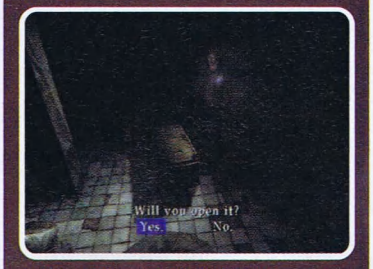
Softography

These guys have also made...

ISS Pro Evolution 2	95%
Metal Gear Solid	94%
Castlevania	82%
Silent Hill	92%
Rakuga Kids	72%
Ring of Red	84%

Dark Half!

▲ Fog billows and disorientates you in lightside, but you can just see where you're going.



▲ As before, the hospital acts as a cross point between the light and dark sides of the town.

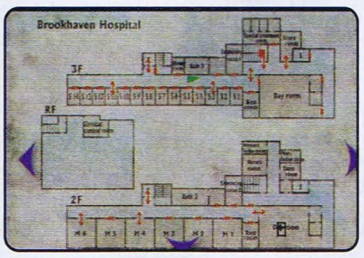
▲ Outside in the dark side of town, shadows creep and the monsters take on a decayed look.

Hell Hath No Fury...!

... As long as you've got the right kit on you to deal with whatever it may happen to cough up in your path.

▲ Red squares of paper around the levels are save points. Use them wisely to avoid backtracking.

▲ The inventory screen. Home of weaponry and your radio. More static means there's a nasty near by.



▲ Without maps you're adrift in a sea of fog. When entering any new environment, track one down.

Judgement

GRAPHICS Bleak and washed out but still impressive in the amount of detail that's put across.

GAMEPLAY An unnerving union of chills and puzzling that'll have you reaching for a pen.

LIFESPAN Three settings for Action and Riddles. But once you know the way, you'll shoot through.

A dark combo of sharp looks and gripping plot, though let down by lots of backtracking. Still, it's enticing rather than boring.

Overall 86%

REVIEWER

Ryan Butt

OUT: OCTOBER

FORMAT: PS2
PRICE: £40

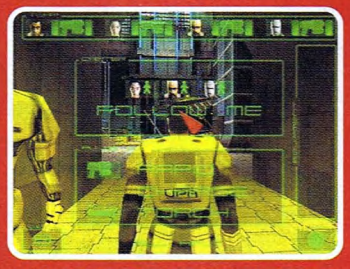
DEVELOPER: CORE DESIGN
PUBLISHER: EIDOS

SPECIAL FEATURES: MULTITAP
OTHER FORMATS: PC

CALL: 0208 636 3000
PLAYERS: 1-4

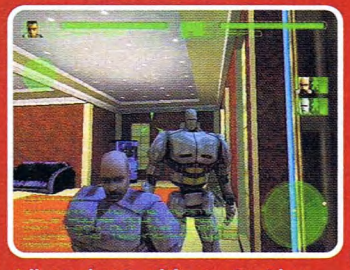
Walk This Way!

You command all four characters, but you control them individually. To ensure the flow of the game never slows, you can command the other members of the party to follow you. Observe...



▲ With all four group members together, press the R3 button (by pushing the right stick in) to call up your Command menu.

▲ Move your cursor to 'Follow me' and press Action to highlight the others. Now move to your new position and they will follow.



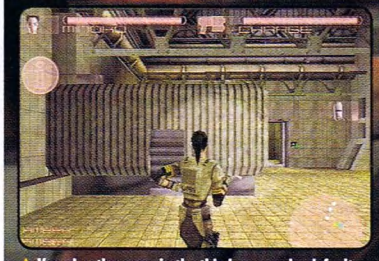
▲ You may have to wait for some to catch up though, because they tend to get stuck in the scenery once in a while.

No tombs and little raiding in Core's most ambitious work. Get ready for serious four-play.

Project Eden

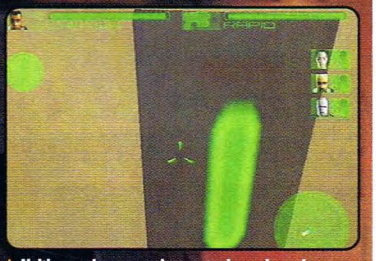
First Contact!

One of the best aspects of *Project Eden* is that it can be played from a third or first-person perspective...



▲ You play the game in the third-person by default and rotate the camera to see what's around you.

▲ By switching to first-person it is easier to survey the area and target any problematic adversaries.



▲ Neither makes accessing control panels easier though. It's still rather hit and miss. Unfortunately.

If we've learnt anything from playing games it's live for the moment because, as they so often point out, the future sucks.

The scenario in *Project Eden* – Core's first PS2 offering and one which doesn't feature Lara Croft – is that the world has become a festering, over-populated hive and mankind's only hope of co-existing with one another is to erect huge skyscrapers in which whole colonies and civilisations are housed.

Your position in these mega cities is entirely dependent on the amount of wonga you have. The wealthier you are, the closer you live to the top of the skyscrapers and the sunshine and clean air that comes with it. If you're skint, then you languish at the bottom of the pile, living in extreme poverty and squalor.

CHANGED FORMS

In fact, conditions are so bad down there that some unfortunate souls have mutated into hideous beings. Is it any surprise that when a repair team is sent down to inspect the structure of one particular city they are never seen again?

You play the game as a crack patrol team which is sent down to the bottom of the city to investigate the mysterious disappearance of the repair team. That's right, you don't play as just one member of the unit but as all four of them.

TEAM WORK

Each character has their own strengths and weaknesses, but all must work together to overcome the numerous puzzles and challenges that make up the 11 massive levels.

Softography

These guys have also made...

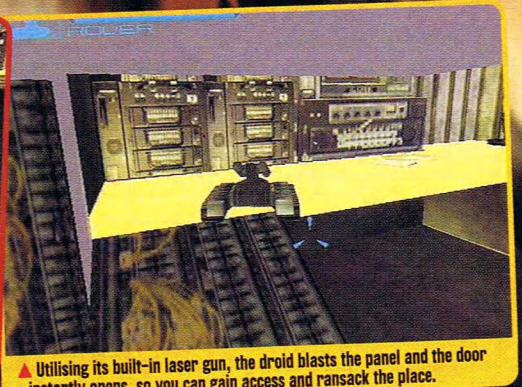
Tomb Raider Chronicles	87%
Tomb Raider: The Last Revelation	87%
Tomb Raider 3	93%
Tomb Raider 2	92%
Tomb Raider	95%
Fighting Force	63%

Down Boy!

Throughout the game you can pick-up a variety of neat gadgets that are strewn around to assist you in your quest, the best of the bunch being a small remote-controlled robot called Rover...

▲ Andre gets his titanium terrier to sneak through the tight gap...

▲ ... Rover is then manoeuvred past some office furniture and onto a desk where it can get a clear view of the fizzing control panel.



▲ Utilising its built-in laser gun, the droid blasts the panel and the door instantly opens, so you can gain access and ransack the place.

Cover Me!

Name: Carter **Age:** 36
Role: Team Leader

Leader of the pack and a tough cookie. He interrogates suspects and gleams useful info from the shell-shocked workers.

Name: Minoko **Age:** 20
Role: Technician

Computer boffin who can hack into computers, access surveillance cameras and crack codes to open doors.

Name: Andre **Age:** 32
Role: Maintenance man

The Mr Fix It geezer who must repair machinery so that others may use it. Not too good at following orders...

Name: Amber **Age:** 27
Role: Robot

An accident left her disfigured, so she became a cyborg who can withstand intense heat and poisonous gases. Useful.

What a Team!

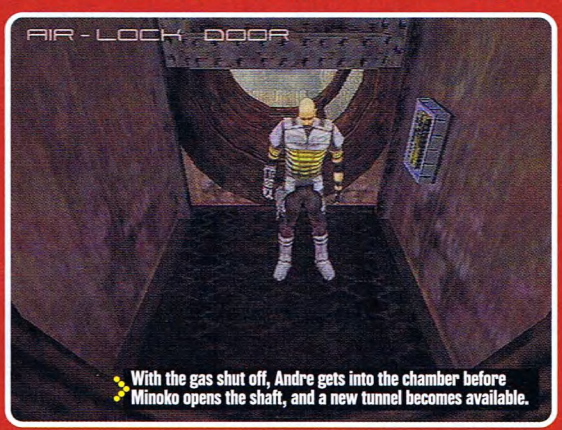
Conquering the perilous lower sanctums of the city requires all four members to work closely together as a unit. Here we see how one particular problem unites the group and utilises the skills of each member...

▲ Carter lowers a pipe, hits another, and causes it to rock like a pendulum.

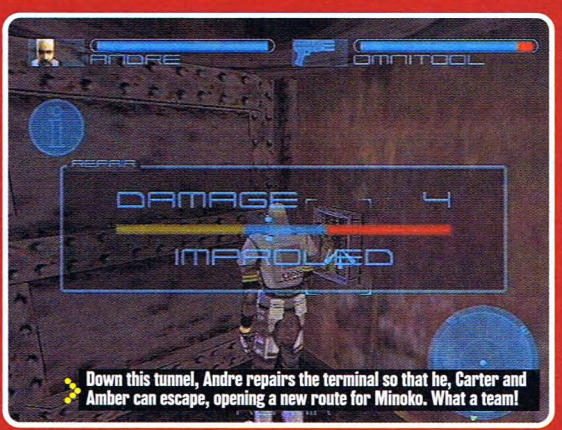
▲ Minoko opens the ventilation shaft. Amber climbs into the swinging pipe.

▼ Amber shoots the door and climbs into the vent before Minoko closes it.

▼ With gas flooding in, Amber ducks in to find a switch to stop the toxic gases.



With the gas shut off, Andre gets into the chamber before Minoko opens the shaft, and a new tunnel becomes available.



Down this tunnel, Andre repairs the terminal so that he, Carter and Amber can escape, opening a new route for Minoko. What a team!

TAKE CONTROL

Originally designed for PC, Core have managed to incorporate the complex user interface onto the Dual Shock 2 pad remarkably well; meaning that one stick controls your movement, the other the camera (which you can pan and rotate around your character in realtime as you roam) and the R3 button brings up your command screen, in which you can assign various tasks to your team members. It takes a little bit of getting used to, but once mastered you'll be flying through the levels and really feeling like you're taking part in a futuristic action film.

> "... A **rip-roaring adventure** that mixes **strategy**, **action** and **intrigue**, and **generates** genuine **panic**..."

ETERNAL LIFE

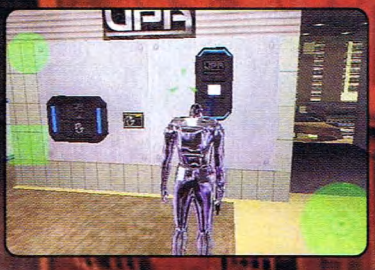
The gameplay reminded us of the classic *Lost Vikings* games on SNES although, unlike in those games, your characters never actually die, they just crumple into a heap before following a tunnel of light back to a restart point to rejoin their comrades. This takes away the strategy of ensuring that you look after each character and don't leave them in vulnerable positions when you switch to a different player. It also means that the levels are very linear, with no alternative routes or harder puzzles coming into play when you're a man down – one evolution we would have liked to have seen in this type of game.

Nevertheless, *Project Eden* is a rip-roaring adventure that mixes strategy, action and intrigue, and generates genuine feelings of panic when you descend further into the sinister depths of the lanky metropolis to come up against some of the grotesque mutations therein. Proof enough that Core can still make original games when the star isn't a big-bosomed wench with a bottle of isotonic drink rammed in her mouth.

Factpack

The stuff you need to know...

Levels	10
Weapons	12+
Characters	4
Rover race subgames	1



The Best Bit

When your team stumbles upon a gang of mutants and you all draw your guns and decimate them together.

Judgement

GRAPHICS The polished characters lack convincing moves and the backdrops are generally dull.

GAMEPLAY Master the controls and you'll soon be engrossed by the mix of action and strategy.

LIFESPAN Each of the 11 levels is huge and will take time to conquer. And there's the multi-player.

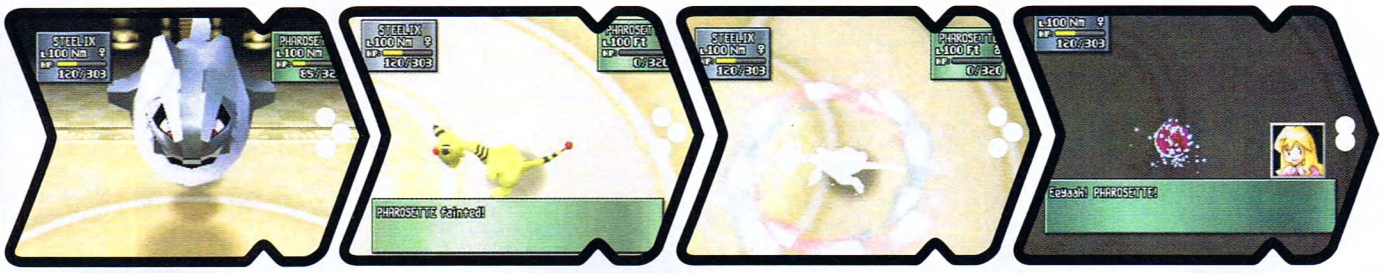
Highly accomplished, delivering action and thought provoking challenges in equal doses. Very addictive.

Overall

84%

REVIEWER

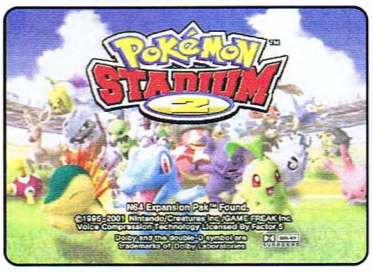
Adam Waring



OUT: NOW | FORMAT: N64 | PRICE: £45 | DEVELOPER: GAME FREAK | PUBLISHER: NINTENDO | SPECIAL FEATURES: TRANSFER PAK | OTHER FORMATS: NONE | CALL: 0170 652 222 | PLAYERS: 1-4

Factpack
The stuff you need to know...

Pokémon	251
Cups	4
Battles	104
Minigames	12



More **monsters**, more **cups**, more **battles**, more **subgames**. But is it **more fun**?

Pokémon Stadium 2

Bring Out the Brasso!

The main component is Stadium mode, where you compete for a series of shiny cups. Pick six Pokémon and take them into battle, three at a time. A well balanced selection is the key to success.

▲ The Little Cup kicks things off nice 'n' easy, with just eight sets of battles. Only level five Pokémon are allowed to enter.

▲ Next is the Poké Cup, where you take level 50-55 Pokémon into a total of 32 fights. The Prime Cup is similar, upping the ante to level 100 monsters.

▲ You're assigned a random set of Pokémon for the Challenge Cup, which seems wrong somehow. Isn't the whole point to build a balanced team?

Snazzy!

▲ The special FX in *Pokémon Stadium 2* have been jazzed up and make full use of the Expansion Pak. It looks rather nice, you have to admit.

▲ *Gold* and *Silver* have two new Pokémon classes: Dark and Steel. And now for the first time you can see their moves in action.

You can't accuse Nintendo of failing to recognise when they're onto a good thing, so we shouldn't be too surprised to see that the mighty N has updated its 3D N64 Poké spin-off to give the tired little fellas yet another outing.

Just as the original *Pokémon Stadium* allowed you to take your favourite furry fighters from *Pokémon Red*, *Blue* and *Yellow*, so *Stadium 2* gives the full 3D treatment to *Gold* and *Silver*. That is, all 100 new creatures in the GBC versions of the game are brought to life in gloriously animated 3D battles, complete with a dazzling array of special effects.

SUCK IT AND SEE

And, like its predecessor, you don't get to see any old Pokémon take part in these 3D battles, you get to see *your* Pokémon – those that you lovingly nurtured, raised, and trained to kill on your handheld cart.

It's all thanks to the ingenious Transfer Pak, which plugs into the bottom of your N64 controller, allowing it to suck Pokémon from your GB carts. You don't have to use your own Pokémon as there are Rental Pokémon available for all battles, but these simply won't be as powerful as those you've brought up yourself.

▲ Pokémon are capable of a startling variety of moves and attacks, and they're all spectacularly animated.

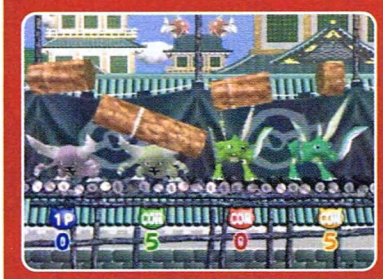
COLLECTING CUPS

There are loads of side games, but the main idea is to win trophies in the Stadium mode. You select a group of six Pokémon, three of which take part in each battle. You must win a series of battles with the same group of Pokémon to take each cup home, so picking a well-balanced team to cover all eventualities is the key.

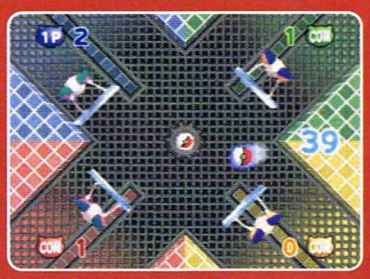
▲ You can see what each particular attack does before you do it, which is mighty handy, don't you think?

Have a Break, Play a Subgame!

There are a dozen minigames for your pleasure. They're simplistic button-bashing affairs that prove to be mildly distracting for an hour or so.



▲ Chop falling logs in Clear Cut Challenge. The closer to the white line you get, the higher your score.



▲ Bounce balls past your opponents without letting 'em into your goal in the *Pong*-like Barrier Ball.

▼ Count the critters as they cruise past by tapping the A button in Steaming Stampede.

▼ In the Mini Game Championship you play for coins to use in Game Corner on the Game Boy version.

The Best Bit

Now all 251 Pokémon are available in all their telly-shaking 3D scraps!

Softography

These guys have also made...

Pokémon Red/Blue	94%
Pokémon Pinball	88%
Pokémon Stadium	88%
Pokémon Snap	82%
Pokémon Yellow	92%
Pokémon Trading Card Game	76%

The Little Cup starts things off gently – all Pokémon are limited to level five and you won't have any problem winning with Rental Pokémon. Things get tougher in the Poké and Prime Cups, where you have four rounds of eight trainers to face – 32 in all – and where you'd be well advised to bring your own little fellas. It starts to lose the plot when it comes to the Challenge Cup though, in that you don't choose your Pokémon but are assigned a random selection. This seems to go against the Pokémon grain – surely building up well-balanced teams is the whole Poké-point? Bloomin' tough, though.

... It's painfully clear that it's more of the same, and frankly it's time we saw something new wearing the Pokémon label...

GOOD BUT...

That it's better than *Stadium* there is no doubt. The animation and graphics are improved; there are more cups to win (and they're more challenging); more subgames and other side-distractions. The library is full of information that'll have Pokémaniacs skipping gaily with delight. And, let us not forget, you get to see 100 new creatures in all their glory.

But it's also clear that it's more of the same, and frankly it's time we saw something new. A full RPG – with 3D battles as an element – would have been nice, for example.

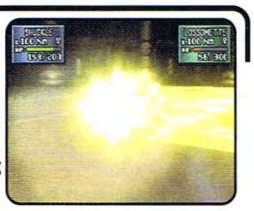
It's hard to recommend *PS2* to those who have already played the original to death, but for those who are new to this – perhaps having caught the bug with *Silver* or *Gold* – it's still got that little bit of Poké-magic to keep you enthralled.

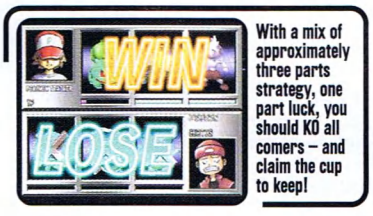
To the Death!

Well, till all your Pokémon faint, anyway. First, select a well-balanced team of six. If yours aren't up to scratch, rent some.

Check out the opposition's team, then select three of yours that you think will have the best chance in the coming battle...

... And let 'em have it. Don't be afraid to withdraw a Pokémon and throw in a substitute if a fight isn't going your way.





With a mix of approximately three parts strategy, one part luck, you should KO all comers – and claim the cup to keep!

More Stuff!

There's more to it than fighting, you know. Well, a little bit more.

▲ Play the GB adventure on the big screen. Just don't sit too close or you'll go blind.

▲ Prof Oak's on hand to help you check your Pokédex, organise items and trade Pokémon.

▲ Don't like your bedroom? Redecorate it. The changes are mirrored on the Game Boy version.

Judgement

GRAPHICS 251 lovingly animated Pokémon, plus some stupendous special effects.

GAMEPLAY Concentrates solely on the strat element – and turn-based action does get weary.

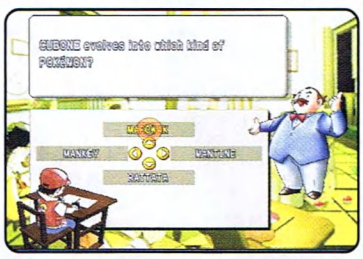
LIFESPAN Winning all the cups will take absolutely ages, but will the reward be worth it...?

Okay, a 100 new spectacular Pokémon animations are welcome, but this doesn't do much more than the original game.

Overall 80%

It's All Academic!

Don't know a Bulbasaur from a Beedrill? Then come with us and brush up on your Pokémon knowledge.



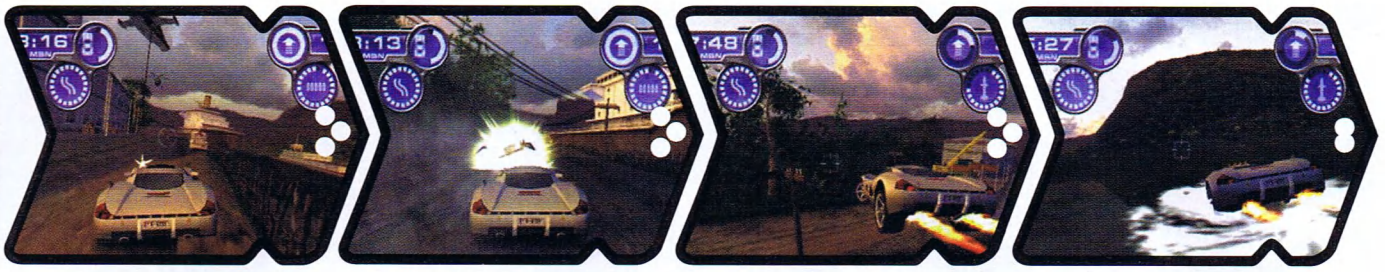
▲ Earl's classroom tells you everything the budding Pokémon Master needs to know. Now pay attention.

▲ The library is a real goldmine of information, packed with all sorts of invaluable juicy stuff...

▲ ...The Pokémon data screens reveal more interesting vital stats than Jordan in the shower.

REVIEWER

Joel Snape

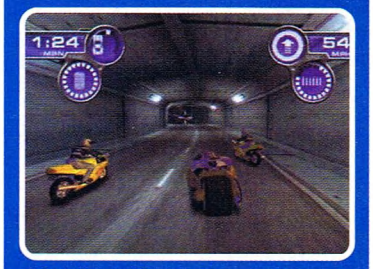


OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: PARADIGM PUBLISHER: MIDWAY SPECIAL FEATURES: DVD EXTRAS, SALIVA MUSIC VIDEO OTHER FORMATS: NONE CALL: 0207 348 4488 PLAYERS: 1

Clunk, Click!

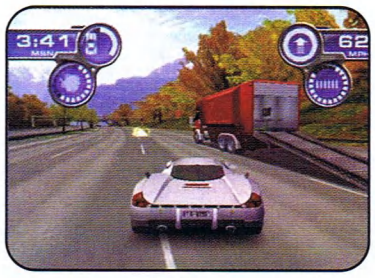
Where would any self-respecting modern day spy be without a shape-shifting car? *Spy Hunter*'s missions take you through towns, jungles and even along huge canals, so the Interceptor has to be fairly adaptable. There's even a sleek black version awaiting dedicated, well practised players.

▲ As in the arcade original, leap into water and your car whirrs, clanks and turns into a jet-powered boat. Watch those water skiers.



▲ Drop down to 15 percent damage and your chassis falls off to reveal this nippy, but vulnerable motorbike. Good in a tight squeeze.

▲ ... Or combine the two for this rather spiffing jet ski. There's no car-plane, unfortunately. Still, there's always the sequel for that...



▲ Touch the truck to get yourself a swift repair job and some valuable weaponry. You'll need to use it a lot when you come to the later missions.

A 20 year old game on a next-gen console? Don't be surprised... nostalgia's the next big thing, y'know.

Spy Hunter

Ah, the life of a spy. Driving fast cars, playing with cool gadgets, shooting people and blowing things up. And at the end of a hard day's work, it's back to your swanky hotel for roulette and cocktails.

It's a bit surprising, then, that there aren't many good spying games. *Goldeneye* was brilliant for shooting, but *007 Racing*? Terrible, mate. Thankfully, *Spy Hunter*'s here to redress the balance.

BOND FEVER

Try this: imagine any bit in a *Bond* film that you'd like to try for yourself – chances are it's in here. Crashing through a mountain of crates and chickens? Check. Hitting the nitro boost to jump over a tricky roadblock? Yep. Racing through Venice and blowing crazed gondoliers out of the water? You'd better believe it, Charlie. *Spy Hunter*'s actually based on an arcade game from 1983 – back when games *had* to be incredibly playable – but it's rammed full of set-pieces that only PS2 can handle.

CONTROL FREAK

It's easy to pick up, too. Every button on the controller's in use, but they're laid out so cleverly that you'll be pulling handbrake turns and shooting choppers out of the sky in minutes. It's simple enough to cane it through the first few missions, but they're full of secondary objectives – like not killing the civilians, or collecting navigation devices. These unlock the later missions and give you access to DVD extras like a Making Of... feature, as well as extra two-player modes like the brilliant Chicken.

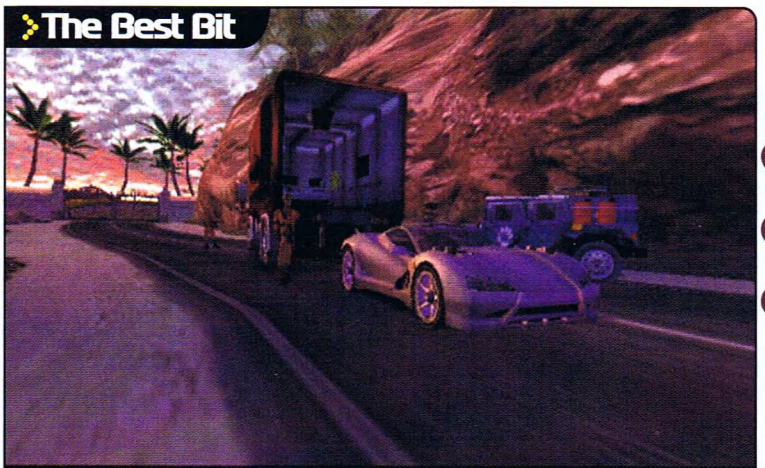
If there's a problem, it's that 14 five-minute missions isn't that many. But, like any decent *Bond* film, you'll come back to see the best moments again and again.

Softography

These guys have also made...

Beetle Racers	71%
Pilot Wings 64	90%
MX Rider	N/A
Terminator	N/A

The Best Bit



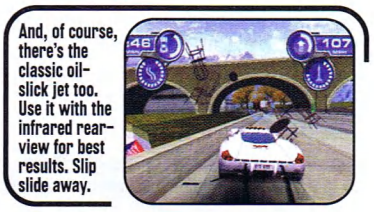
The enemy have nicked an Interceptor of their own, so you've got to chase a car just as tooled-up as yours through a crowded village...

Old Banger!

Your Interceptor's got a stack of weaponry on it, all activated with a few flicks of the shoulder buttons. Don't hit innocent cyclists though.

Those trusty bog-standard machine guns are your best bet for avoiding traffic jams. They'll scare people right off.

Homing missiles are in limited supply, but at least you don't have to bother aiming when you use them. Just fire.



And, of course, there's the classic oil-slick jet too. Use it with the infrared rear-view for best results. Slip slide away.

Judgement

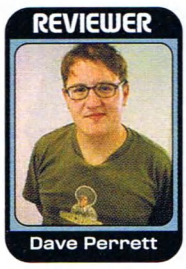
GRAPHICS Not as polished as *GT3*, but there's always a ton of stuff happening on-screen.

GAMEPLAY Easy to master, and racing in a hail of flying lead and landmines is never boring.

LIFESPAN Shortcuts, secrets and sub-missions provide plenty of rewards for repeated play.

Not the deepest or most jaw-dropping game on a PS2, but loud, thumb-wrecking fun just the same. You won't be disappointed.

Overall 85%

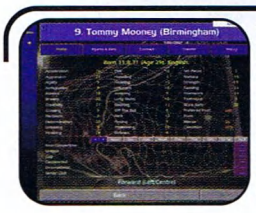


OUT: NOW | FORMAT: PC | PRICE: £20 | DEVELOPER: SPORTS INTERACTIVE | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 636 3000 | PLAYERS: 1

How About Stat!

As you'd hope, all the new transfers from the summer are here. Here are a few that we picked to put the game to the test.

Let's start off with an easy one first. Is Juan Sebastian Veron now playing at Manchester United rather than Lazio?



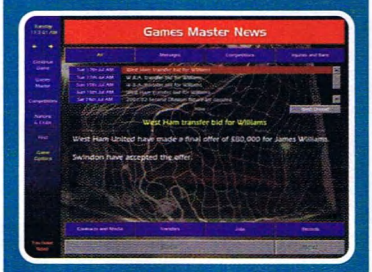
What about Tommy Mooney? Has he managed to make the trip from Watford to Birmingham City in one piece?

Finally, does the new French striker Eric Sabin play for Swindon Town these days according to the game? Thought so.

Watch the Tackle!

If you make your team overly aggressive they'll pick up more yellow and red cards. Playing dirty will help you win more games, but if your card count gets too high you'll be fined. It could hurt your bank balance.

▲ It's just like the real thing. Get six yellow cards in a game and you'll be fined, so watch it.



▲ No one likes a dirty team, but you might have to get stuck in if you want to win some matches.

Chain yourself to your **computer** and **kiss your life** goodbye. The **stat-tastic** game returns once **again.**

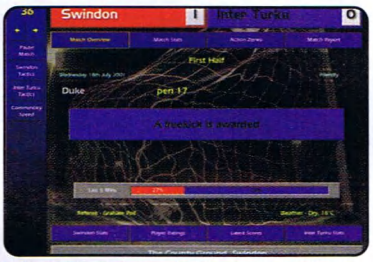
Championship Manager: Season 01/02

Everyone with the slightest interest in football thinks they can be a football manager, and everyone has their own footballing opinions.

But one thing is for sure: *Championship Manager* is the best football management sim you can get your hands on. And this *Season 01/02* update is no exception.

TOP SHOT

As you'd expect from any *Championship Manager* game, *Season 01/02* is addictive. People have lost months of their lives to this game, and this version will not take pity on the weak. If you're going to start playing, prepare yourself for a couple of months indoors, because this game is more addictive than *Pringles*. You see, once you get your team together and start winning games, you won't be able to stop. There's always something to be done – players to find, training to supervise or tactics to sort out. Yes, being a championship manager can turn into a full time job. If only you got paid for playing it. Now there's an idea...



▲ Hear the crowd roar when there's some action.

TEAM CHANGES

This version of the game doesn't offer that much that *00/01* didn't. There are loads of little tweaks, like the fact that your club can now be fined by the FA, and a more in-depth scouting system. But essentially you've seen most of this before. Even the updated player database isn't enough to get anyone but real hardcore *Champ Man* maniacs excited about this version. If you own one of the earlier versions, like *Season 00/01*, then this update is only really recommended for those with a serious management addiction. Otherwise, you're better off waiting for *Champ Man 4*, which'll be out next year.

The Best Bit — Player & Staff Search

Short List
Player Search
Staff Search
Scout #1
Scout #2
Continue Game
Games Master
Competitions
Nations & Clubs
Find
Game Options
Famous players and transfer listed/out of contract players in your region
Pg 1/233
Player Search
Name
Club
Based
Position
Value
Abbey, Zema — Norwich — First Division — S C — £2M
Abbiati, Christian — Milan — Italy — GK — £2.7M
Abdullah, Ercan — Fenerbahçe — Turkey — DM L — £3.3M
Abelardo — Barcelona — Spain — D RC — £4M
Abreu, Sebastian — Deportivo B — Spain — S C — £5.75M
Acimovic, Milenko — Red Star — Yugoslavia — AM LC — £1M
Acuña, Clarence — Newcastle — Premier Division — AM RC — £3.5M
Acuña, Roberto Miguel — Zaragoza — Spain — M RC — £5M
Adailton — Verona — Italy — F LC — £4.1M
Inj Adams, Tony — Arsenal — Premier Division — D C — £1.6M
Adani, Daniele — Florentina — Italy — D C — £1.4M
2554 players found

Champ Man has a bigger player database than any other management game. Sign players you've never heard of and turn them into stars.

▲ It doesn't look flashy, but this is still the best football management game in the world. Go get it.

▲ Unlike in *FA Premiership Manager 2002*, you can't watch live action, but this is far more in-depth.

Softography

These guys have also made...

Championship Manager 00/01	92%
Championship Manager 2	90%
Championship Manager 3	91%

▲ Give your players individual instructions here.

Judgement

GRAPHICS Nothing to write home about, but you marry this baby for her brains, not her looks.

GAMEPLAY More in-depth and comprehensive than any management game you've played.

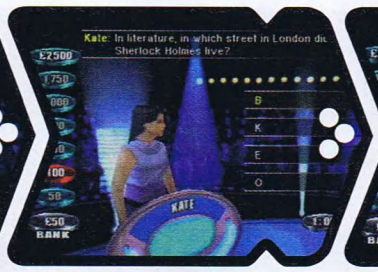
LIFESPAN Win everything there is to win, and then start all over again. Brilliant and absorbing.

Not worth it if you've got last season's update, but otherwise, this is the crown prince daddy of management games.

Overall 88%

REVIEWER

Dave Perrett



Kate: In literature, in which street in London did Sherlock Holmes live?
Baker Street
King's Road
Euston Road
Oxford Street

OUT: NOW | FORMAT: PS | PRICE: £25 | DEVELOPER: BBC MULTIMEDIA | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, PS2 | CALL: 01895 456 600 | PLAYERS: 1-7

Vote Now!

Voting off the player that you want to get rid of is great fun. If you're playing a multi-player, have lots of fun forming voting alliances.

The CPU players nearly always vote off the statistical weakest link, so make sure you answered enough correctly.

Try to remember who was the worst player and vote them off. If you go with CPU players your vote will count.

Once someone has been voted off, sit back and listen to their crappy excuses, then prepare yourself for the next round.

▲ Like the TV show, the contestants even analyse their performances after they've been knocked out.

She may look like **a witch**, but **Anne Robinson** is just a **game show host** with a **sharp tongue**. No, really.

The Weakest Link

There's something strange about Anne Robinson and *The Weakest Link*, because she is there to rip it out of the contestants.

Every contestant on the show thinks they are going to knock her down – you can see them biting their lips, waiting to call her a ginger trout – but it never happens. She always has the last laugh, and they walk away with a tear in their eye.

ABUSE

But at last, that can change, because now you can shout whatever you like at the question master, because she can't hear you. Take that Robinson! Who's the weakest link now, eh?

Despite what you may expect, playing *The Weakest Link* is rather fun. Whether on your own or playing with friends, the game is so like the TV show that you can't help but get competitive when you're playing. Each question is pitched at you just as it would be in the show, but the main difference is that each answer is presented to you in a multiple choice format. If you were just given multiple choices though, it would all be a bit easy. So instead, each choice is presented as a single letter that represents the first letter of the answer, and you have to choose the correct one – *Blockbusters*-style. Only if you hesitate will the full list of multiple choice answers appear, making it a little easier. Hurrah.

HEAD SCRATCHING

As a quiz game, *The Weakest Link* is up there with the best because it's stacked full of questions (there are over 100,000) and recreates the feel of the show, right down to Anne's abuse. This is stacks better than *Who Wants To Be a Millionaire*? and could be the perfect party game, for those of you with clever friends.

Softography

These guys have also made...

Play with the Teletubbies	N/A
Bob the Builder	N/A
Mastermind	N/A

Get in Character!

Choosing your character is a laugh – each is a larger than life with a silly accent or an exaggerated personality. Some are very stupid, but that shouldn't affect your ability to answer the questions.

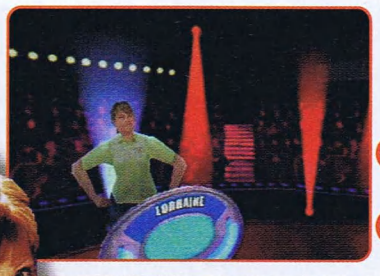
▲ Is that Ian Beale? Looks like him. If he gets some questions on fish he'll be okay. If not, he could be the weakest link. Goodbye Beale.

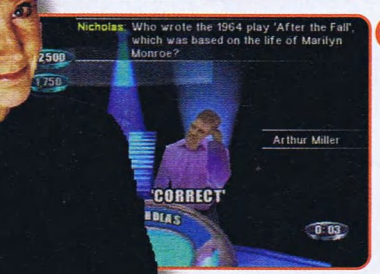
▲ Now you've chosen your character, get your encyclopedia out, answer all the questions correctly, and vote off your fellow contestants.

The Best Bit

Barry: If you run at a constant 8 miles per hour, how long will it take you to run 24 miles?
3 hours
3.5 hours
4 hours
2.75 hours
Lucinda
Barry

After making it down to the last two, you answer the final question correctly.





Judgement

GRAPHICS Some of the players look odd, but it looks as good as it needs to. It's only a quiz show.

GAMEPLAY This is just like the show, only without the whopping cash prize at the end of it.

LIFESPAN Over 100,000 questions and a killer multi-player mode: it'll be great at Christmas.

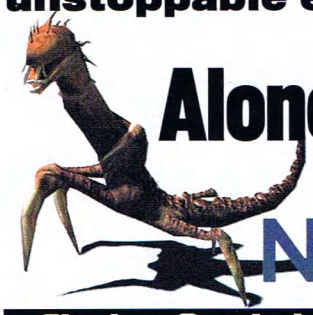
A near perfect re-creation. Sometimes the action drags, but this is the best quiz game on PSone. No surprises, but fun enough.

Overall

78%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: DARKWORKS | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: PS, DC, GBC, PC | CALL: 020 8222 9700 | PLAYERS: 1

It's the **original survival-horror** – back with more **unstoppable evil** than we've ever **seen before.**



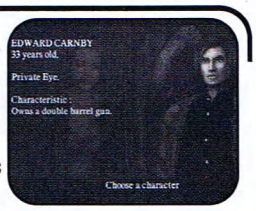
Alone in the Dark: The New Nightmare

Is That a Key?

▲ You'll need to spend plenty of time hunting for objects in each room. They're often well hidden, making retrieving them a bit of a pain sometimes.

Choice Route!

You can play as either Edward or Aline, each having their own individual route through the game.



Old Edward Carnby is your best bet for the first time you play the game. His puzzles are easier and he's got a big gun.

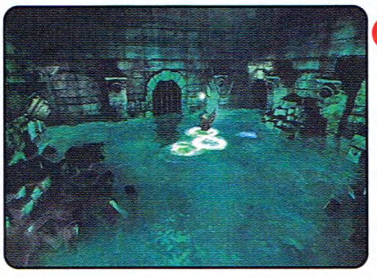
Aline is unfortunate enough to begin the game in the massive haunted house. Her game is trickier than Edward's.

This is already out on a host of other formats (we reviewed the PSone version in GM109) but finally rears its vile head on PS2.

If it's death, gruesome monsters, spooky storylines and blood-curdling screams that tickle your tootsies, then *Alone in the Dark* is for you.

The New Nightmare – the fourth game in the series – will be familiar to anyone who's ever played a survival-horror for more than five minutes, with its choice of two characters, prerendered backgrounds and somewhat clunky control system.

It's not just a poor man's *Resi* though, offering more subtle gameplay, although it does feel a bit slow-moving at times. There's tons in it though and it'll keep you busy for an absolute age.



Judgement

GRAPHICS Nice lighting effects, but you get the feeling it's not exactly pushing PS2 to the max.

GAMEPLAY Traditional survival-horror with some clever touches, but can get a bit draggy.

LIFESPAN A separate game for each character, each of which will keep you going for ages.

No significant differences from the PSone game but a perfectly passable, if workmanlike, survival-horror outing.

Overall 78%

REVIEWER: Oliver Hurley

OUT: NOW | FORMAT: GBC | PRICE: £25 | DEVELOPER: WAY FORWARD TECHNOLOGIES | PUBLISHER: THQ | SPECIAL FEATURES: PASSWORD SAVE | OTHER FORMATS: NONE | CALL: 01483 767 656 | PLAYERS: 1

The latest in the **relentless onslaught** of **WWF games is worse** than a **Mean Street Posse match.**

WWF Betrayal

▲ Stephanie's been kidnapped and Vince has promised you a WWF title shot if you manage to rescue her. Sounds like an offer that's too good to refuse...

Cool Moves!

There are some nifty little animations, in particular Undertaker's chokeslam and Austin's Thesz press, although the Stone Cold Stunner looks disconcertingly like a DDT to us. As well as punches, kicks and a special move for each of the four characters, you can also pick up weapons along the way, including wrenches and wooden crates.

▲ Even on GBC, this chokeslam looks impressive. Shame the same can't be said of the gameplay.

▲ You need to hit your opponent five times in a row before you're able to use your finishing move.

Despite the WWF logo splashed across it, this isn't really a wrestler at all, but a side-scrolling beat-'em-up that just happens to feature The Rock, Triple H, Stone Cold and Undertaker. And it's not even a good beat-'em-up either.

Stephanie McMahon has been kidnapped and (stop me if you've heard this before) it's up to you to rescue her. This you do by plodding through six – count 'em! – levels populated by lots of stupid enemies.

The number of moves you've got at your disposal is very limited, as is the rest of the gameplay. Despite being a brief game, you might not make it to the end of the show, as the whole thing gets so tedious and repetitive that you'll get fed up with it very quickly indeed.

Judgement

GRAPHICS Fine, with a couple of cool animations, although the backgrounds are a bit uninspired.

GAMEPLAY Limited and repetitive, with only a handful of moves and incredibly bland action.

LIFESPAN Once you've made it to the end once, you'll have no urge whatsoever to do so again.

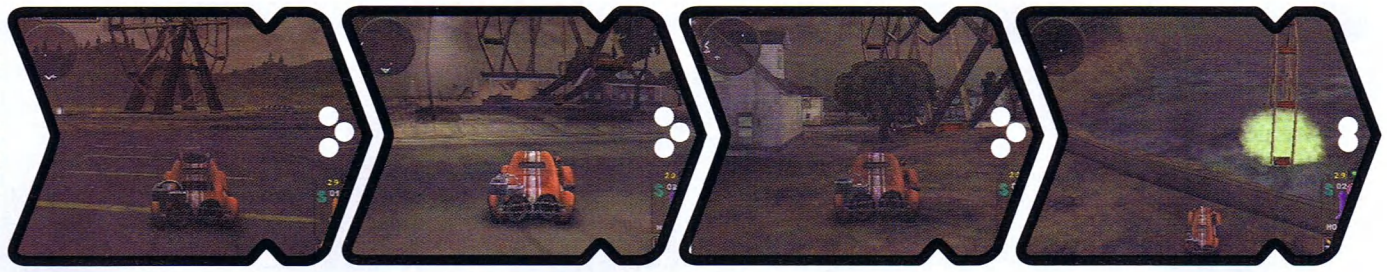
Tired and unimaginative. Don't be tempted to get this, even though it is emblazoned with the magic WWF logo.

Overall 47%

REVIEWER: Oliver Hurley

REVIEWER

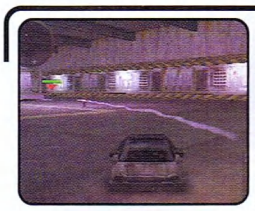
Ryan Butt



OUT: TBC | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** INCOG INC | **PUBLISHER:** SONY | **SPECIAL FEATURES:** MULTITAP | **OTHER FORMATS:** NONE | **CALL:** 0207 533 1400 | **PLAYERS:** 1-4

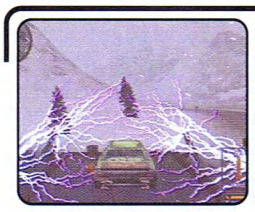
Eat This!

Fire: heat-seeking flames to reduce your opponents to smouldering wrecks before they even realise what the smell is.



Homing missiles: why aim when you only need glance at your target before letting off this inescapable rocket?

Satellite: carefully drive up behind your opponent and call on the guns from above to rain down a hail of missiles.



Recharge: if you're running on empty, drive through this to emerge as good as new. You can only use it a few times though.

If you thought **road rage** was **stern horn tooting** or just a **Catatonia song**, then **think again...**

Twisted Metal: Black

The Best Bit

Back by popular demand, Minion is one hellish mutha. He can be unlocked as a playable character later on...

Chargrilled!

▲ Swallow too many homing missiles and you'll get a ticket to oblivion. Quick, find some health.

▲ Too late. As you car erupts into a wall of fire, your driver is seen running from the wreck in a ball of flames, screaming like a baby.

"You're gonna fry in hell, truckin' scum!" As Sony unleash the fifth instalment of the original gladiatorial motor carnage fest – the first on PS2 – you'd be best advised to remove anyone offended by blue language from the room, because this is going to turn you twisted.

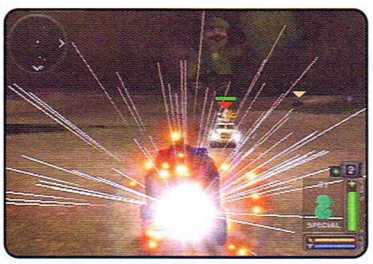
The game is based around a bunch of gibbering loons who have been released from an asylum to compete in the ultimate carmageddon contest for riches beyond their wildest dreams – and these guys have some pretty wild dreams.

Kicking off with a Rolling Stones riff and sizzlingly sinister artwork, the pitch is laid for one of the most disturbing games you're likely to play.

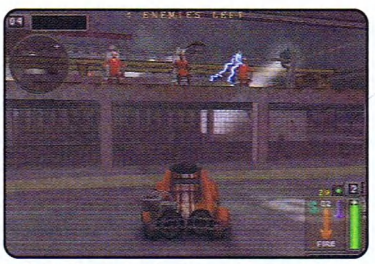
MIND BENDING

Forget *Devil May Cry* and *Silent Hill 2* for now because this game messes around with your psyche like nothing else. And once you start to get into the warped minds of the drivers, nothing will ever be the same in your once happy world again.

The emphasis is on destruction and each of the 15 characters comes equipped with their own unique vehicle, armed to the hilt with no-nonsense firepower. Playing in the main Story mode, you must progress through eight levels to learn your chosen character's background and purpose in life. At certain points the level structure forks so you can opt for a particular arena, but each dank cityscape and eerie piece of terrain is vast in the extreme and grows in size the more walls and barriers you destroy. Virtually all of the scenery can be blown to smithereens, which adds to the wanton carnage as you take everyone down in a hail of missiles.



▲ Destroy or be destroyed. It's a tough call we know, but we advise you to make it pretty damn fast.



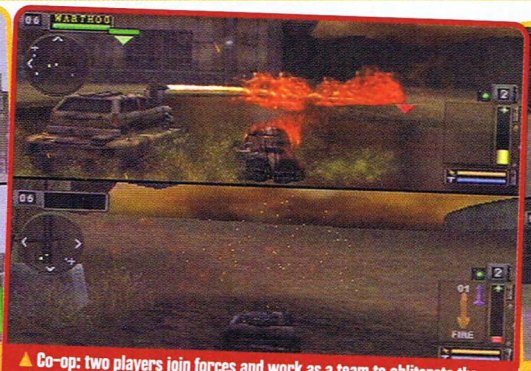
▲ By blasting the fuse box you can fry this trio of scary cons. What, no last supper?

▲ Watch your driver dive for cover as your sturdy dealer of doom finally gives up the ghost...

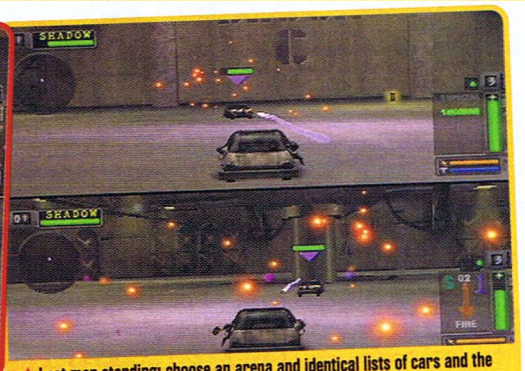
Lambs to the Slaughter!

The best aspect of *Twisted Metal: Black* is the multi-player. These deliciously destructive subgames will keep you coming back for more, and there are three different types on offer...

▲ Deathmatch: up to four players choose cars and an arena in a straightforward battle for supremacy.



▲ Co-op: two players join forces and work as a team to obliterate the hotwheeling hordes. Great to play with your hippy girlfriend.

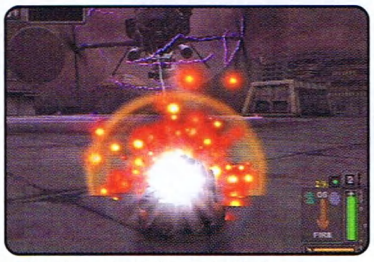


▲ Last man standing: choose an arena and identical lists of cars and the first player to run out of cars is the loser.

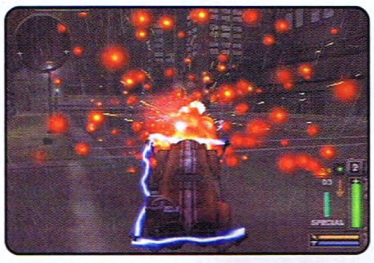
Factpack

The stuff you need to know...

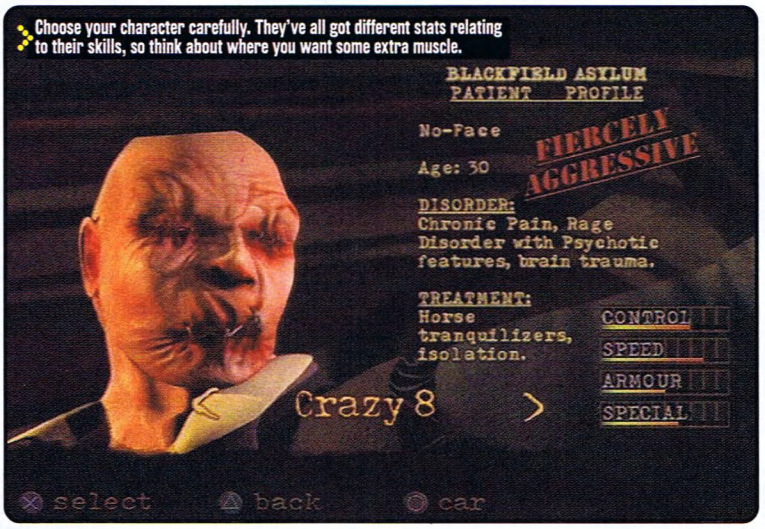
Levels (one-player)	11
Levels (multi-player)	18
Characters	15
Weapons	15



▲ End of game baddie Warhawk will take quite a battering before your job is finally done...



▲ Each of the 15 characters has their own individual special move. Some rock, others are just pants.



Granted, there is precious little to think about as all you do is tear around the arenas at alarming speeds unleashing hell on your fellow nutters, but before long you'll be hopelessly hooked and exploring all kinds of new and complex shortcuts, secret areas and hidden arsenals in a bid to become the last one standing.

DESTRUCTION

Aside from Story, there are numerous other modes to ensure that your bloodlust never ends, including great competitive and co-op multi-player levels where you can slug it out with up to three other human opponents. Every button on the joypad serves a purpose, from controlling your car to peppering unfortunate foes with a barrage of machine-gun fire. You can also toggle a rear-view mirror so that you can take evasive action against any homing missiles you spy thundering up your tail pipe.

... Tear around the arenas at alarming speeds unleashing hell on your fellow nutters in a bid to be the last one standing...

Softography

These guys have also made...

Twisted Metal: Small Brawl	N/A

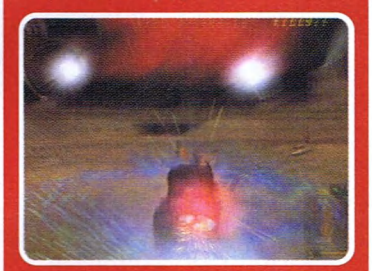
Graphically the game isn't much to write home about, but the sinister mannerisms of each vehicle, coupled with the disturbing sound effects and music, make it one of the most grossly atmospheric games available on PS2. Mix this with imaginative battle arenas that seem to go on forever, and you get a game that will have you grinding your teeth to bloodied stumps and sweating as the full-throttle action comes to an explosive head.

Make no mistake, this is one sick puppy that lives up to its twisted name. If it's chargrilled human burgers served on a bed of mangled car wreckage you hunger for, then you've come to the right joint.

Low and Dirty!

▲ Sweet Tooth: the rotating clown's head turns into a double-barrelled photon cannon.

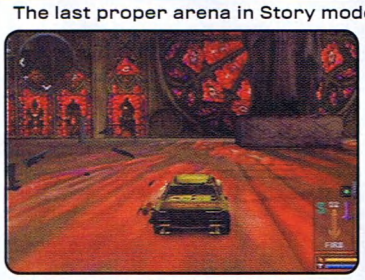
▲ Mr Grim: rides around on a motorbike hurling exploding sickles at anyone he dislikes.



▲ Darkside: tears around in a dusty US-style rig and uses a sonic boost to run away. Coward!

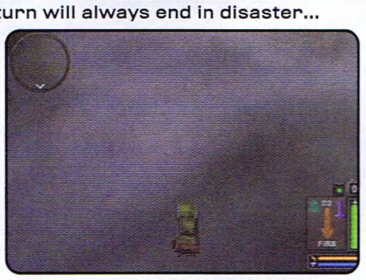
Look Out Below!

The last proper arena in Story mode is a rooftop battle where one wrong turn will always end in disaster...



▲ Driving through a disused church, you slam your foot down on the brake as you near the far wall...

▲ ... But you're too late to prevent yourself smashing headlong through the huge stained glass window...



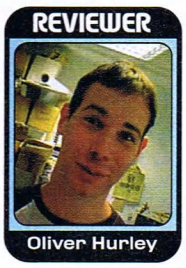
▲ ... You land on a platform and spot a power-up, but temptation is fatal and you plummet to your doom.

Judgement

GRAPHICS	The psychoticness is conveyed perfectly by sinister arena and loopy car-icatures.
GAMEPLAY	Deliciously destructive. Multi-player madness and thrill-a-minute solo sickness.
LIFESPAN	Fifteen characters to play as, and the multi-player will keep you coming back.

It's got it all: speed, destruction, psychotic undertones, strategy and gameplay you'll not forget in a hurry.

Overall 83%



OUT: NOW | FORMAT: PS | PRICE: £30 | DEVELOPER: PIXELOGIC | PUBLISHER: SCi | SPECIAL FEATURES: VIBRATION | OTHER FORMATS: NONE | CALL: 020 7585 3308 | PLAYERS: 1-8

Got a New Motor?

The game has some of Britain's most famous cars. As well as the Mini, drive an E-Type Jag, Aston Martin and, of course, a Rolls.

Beat the fuzz at their own game by gadding about in this jam butty. The police still chase you though. Boo!

The car of choice for the gentleman criminal. This E-Type Jag is pant wettingly quick, and looks the buisness too.

If you really want to travel in style, this Roller is the only way to go. Cruising round town like a very posh pimp. Result!

▲ With no map, you have to get the knowledge on your own. The as-the-crow-flies arrow helps you.

Nope, not a **pizza flavoured turd**, but a game based on that famous **Michael Caine movie** instead.

The Italian Job

With its smart motors, crafty Cockney villains, daring bank heists and some ace car chases, *The Italian Job* is not only one of the best British films ever made, but it's also got all the ingredients needed to make a top game.

Let's just hope that Pixelogic's Italian cookery skills are up to the job of doing it justice.

GEEZER

Following the film's plot closely, the game kicks off in London where Charlie (Michael Caine's character) plans the heist then gets his gang and their gear together. Initially most of the missions are a bit dull, where you're just nicking other motors and ferrying people about. Later on though, when you get to Turin, things start to hot up, and missions where you have to outwit the mafia – as well as the long arm of the law – are far more exciting. Like *Driver*, avoiding the fuzz here plays an important part of the game, as you can't finish a mission with the Rozzers on your tail. Getting rid of this unwanted attention is an art in itself as, unfortunately, you can't simply empty clip after clip in their direction, so you have to out-manoeuvre them instead.

VROOM

While *The Italian Job* has its faults – rough blocky graphics, some dodgy car physics, a main game that's too short, and enemies that drive through walls at times – ultimately it is a good laugh. The title's plot, characters, cars and very British sense of humour all serve to crank up the fun and ensure that this is one big job that won't get flushed away.

Softography

These guys have also made...

War of the Worlds	53%
Crime Killer	64%

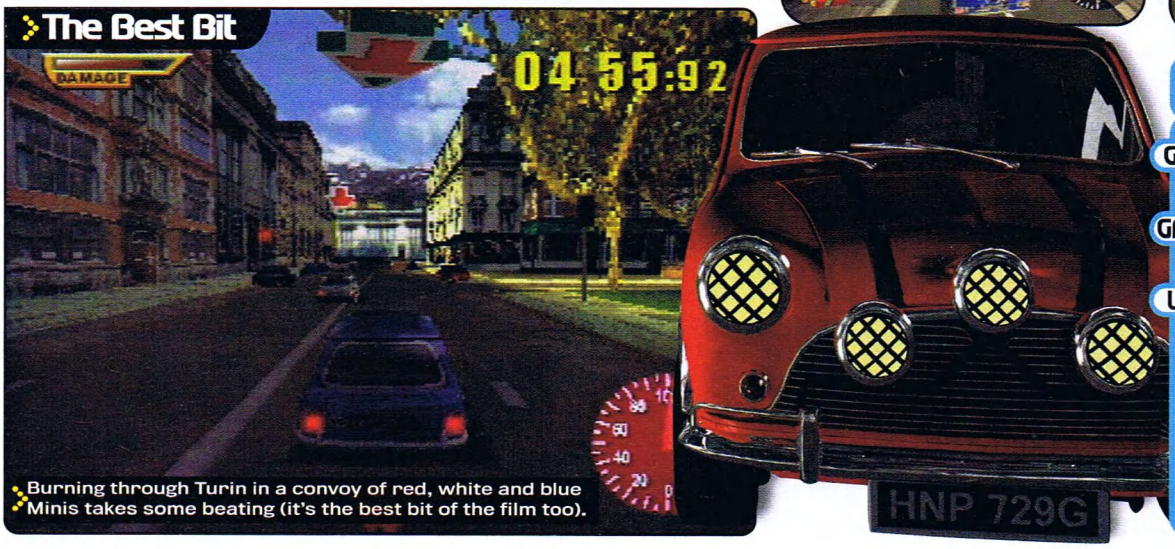
Brucie Bonus!

To make up for a stunted main game, *TIJ* boasts four other game modes, each packed with hidden challenges and extra motors.

▲ This *Grand Theft Auto*-style blimp view makes razzing round town very tricky indeed.

▲ Why wait for *Stuntman*? There's plenty of ramp fuelled, car jumping mayhem right here.

The Best Bit



Burning through Turin in a convoy of red, white and blue Minis takes some beating (it's the best bit of the film too).

Judgement

GRAPHICS The cars all look a bit rough, but the backgrounds are really top-notch.

GAMEPLAY More varied than the flavours in a bucket of Mama's fave Neapolitan ice cream.

LIFESPAN The main game is far too short. But the developers have chucked in loads of extras.

While not quite as slick or playable as its rivals, *The Italian Job* is full of extras and has British charm by the barrow load.

Overall 75%

REVIEWER

Tom East

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: TEAM SOHO | PUBLISHER: SONY | SPECIAL FEATURES: MULTITAP, MEMORY CARD | OTHER FORMATS: NONE | CALL: 020 7533 1400 | PLAYERS: 1-8

Option Mania!

Anything's possible with *TIF 2002*'s Exhibition mode and user-defined tournaments. Jumpers for Goals mode even includes school teams.

You've got full control over the team's kit, from the shirt patterns and sock colour to the very design of the club flag.

The players can be shifted into any standard formation, and individuals moved into unique positions.

As well as playground teams, there are classic Timewarp sides and some hidden stadia for you to unlock.

Big Game Feel!

The atmosphere is tremendous. The crowd release fireworks, cheer good play and chant team songs. Strikers applaud crosses from their team mates, dance like loonies after scoring a goal, and protest when the ref pulls a card.

▲ "Oi ref, no! It wasn't me, it was that bloke over there, honest. Just look at 'im." Ooh, damn it.

▲ The crowd release fireworks and chant anthems unique to the different clubs.

Atmospheric and floodlit with options, Sony's footie festival might be the surprise result of the season.

This is Football 2002

If videogames were playground footballers then *This is Football 2* on PSone was the chubby kid who panicked in front of goal – potentially useful, but awkward looking and crucially flawed.

Thankfully, developers Team Soho have taken their game back to the training ground. The result is one of the most enjoyable, atmospheric and comprehensive footie simulations to date. *International Superstar Soccer* might still be king of the PS2 playground, but the leaner, meaner *This is Football 2002* relegates *FIFA 2001* to the bench.

TOP CHOICE

The range of options are incredible. You can play as any of the world's major club or international teams, with over 250 accurately reproduced players, including Premiership newcomers like Veron and Van Der Sar. All the little details like Beckham's daft beard are present. And the range of tournaments is equally impressive, including World Cup, European Cup and Premier League trophies.

The passing game is tight, with some clever one-twos and useful throughballs. Fancy dribbling alone won't break down the opposition's defence, so wait for the runs of your team mates. Shot control is also reasonable, with some cheeky chips and handy low shots, making it much easier to score here than it was in the PSone games.

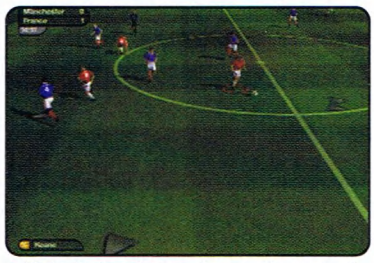
ATTACKING PLAY

Sadly, tackling is less precise. Close-range nudges prove to be unpredictable, so the comically powerful slide-tackles are the best way to halt an attacker – more effective than Sol Campbell with a sackful of banana skins. Headers are semi-automatic, so you can't always nod the ball in the desired direction, which is a shame.

Realism-loving football fans should wait for Konami's *Pro Evolution Soccer*, but for anyone who's ever wanted *FIFA* with better passing, this is a fine addition to their squad of footie games.

▲ Corners can be manually directed or assigned to little *FIFA*-style icons. Check to see who's in space.

▲ Make space using the double tap one-two passes, or wait for your wingers to make aggressive upfield runs.



▲ It's hard to beat players using pace alone, so tap the shoulder buttons for a variety of cheeky tricks.

Softography

These guys have also made...

This is Football	72%
Porsche Challenge	62%
Total NBA	78%
Total NBA '97	84%
Rapid Racer	71%
Spice Girls	36%

The Best Bit

The level of detail is astounding, using more polygons in the player's faces than the PSone game used for their whole bodies.

Judgement

GRAPHICS Good animation and player likenesses, with decent stadia and incidental touches.

GAMEPLAY Instantly playable with tight passing, spoiled by poor headers and predictable goals.

LIFESPAN Multi-player competition and tons of tournaments, but slighty shallow single-player game.

An atmospheric arcade footie game that's smarter than *FIFA* but lacking in the Beckham-esque precision that could topple *ISS*.

Overall 76%

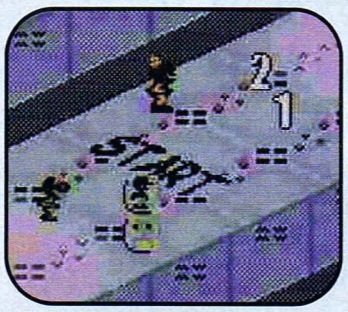
HANDHELD HEAVEN

The very latest Game Boy Color and Advance games gathered together in one red hot section! Only in GamesMaster!

DEVELOPER: HYPERION STUDIOS PUBLISHER: THQ PLAYERS: 1-2

GAME BOY COLOR

▲ Wow, amazing graphics. Well, perhaps not.



▲ It's a right royal rumble with little racing blokes.

Micro Maniacs

It's *Micro Machines*, but not as we know it.

Instead of dinky little cars, *Micro Maniacs* gives you dinky little dudes who run around at unlikely speeds, jumping over obstacles and hitting each other with power-ups. However, while *Micro Machines* works fairly well on the little Game Boy Color, *Micro Maniacs* tries to be a little too close to its PlayStation big brother, and it's much too fiddly to be truly playable. The dudes don't have many frames of animation, making it difficult to tell which direction they're facing, and they're forever tripping over things you can't see properly.

Nice idea, just not very well done on Game Boy.

▲ The perspective makes it too hard to judge when to jump over obstacles.

Dull racer that should have been much better. **35%**

DEVELOPER: SAFFIRE PUBLISHER: LEGO PLAYERS: 1-4

GAME BOY ADVANCE

LEGO Bionicle

▲ Design various monkey faces.

No, it's not one of those little crusty things you find stuck to the bottom of a boat or in a rock pool.

A Bionicle is, apparently, a legendary story of LEGO Technic action heroes, and in this game you get to play a little LEGO monkey which hops around an island in search of six mysterious stones. It's a standard sort of action adventure, complete with the usual array of characters to talk to and signposts that offer hints about how to control the game and solve various puzzles. You know the score.

We think your money would be better spent on one of the new *Zelda* GBC titles, but this does have nice graphics and four-player minigames.

▲ Lost inside a maze, searching for the Bionicle.

Simple action adventure with decent visuals. **69%**

DEVELOPER: POCKET STUDIOS PUBLISHER: LEGO PLAYERS: 1-4

GAME BOY ADVANCE

LEGO Racers 2

▲ Design your own karting hero in the custom shop.

▲ Follow the course and collect power-ups. Yay!

What an unlucky piece of timing.

On the left of your game store shelf we have *LEGO Racers 2*, the workaday sequel to a solid and successful (if uninspired) karting title. And on the right we have the 95%-rated *Mario Kart: Super Circuit*, arguably the best game of the year, and the number one reason for owning a Game Boy Advance. Oh dear. Unless clinical insanity means you'd rather buy a copy of this than *Mario Kart*, the only way it's going to sell is if *Mazza* shifts so many copies that there's a shortage for the next few months. And if that's the case, then *Konami's Krazy Racers* is a better bet.

▲ No thanks, not particularly.

▲ Ice worlds are compulsory.

There's only one karting game you should bother with. **50%**

DEVELOPER: SILICON DREAMS PUBLISHER: LEGO PLAYERS: 1

GAME BOY ADVANCE

LEGO Island 2: The Brickster's Revenge

◀ A tasty combination of plastic Lego blocks and hot pizza.

▼ One of many minigames you'll find while wandering around.

This one isn't too bad. As a LEGO pizza delivery boy and general do-gooder, you've got to help the townsfolk out of assorted crises, such as vegetable-patch problems and evil Brickster-related pranks.

None of it's too complicated, and the more tasks you complete, the more minigames you unlock. There are loads of them, so the game doesn't lack variety. The townsfolk don't have much to say, and (annoyingly) you're forced to squeeze the large pizza boy through narrow paths, rather than wander wherever you want, but you will enjoy solving the puzzles and beating high scores in all those minigames.

Good stuff for LEGO fans and pizza lovers. **75%**

REVIEWER: Martin Kitts

DEVELOPER: HONOLULU STUDIO PUBLISHER: KONAMI PLAYERS: 1

GAME BOY ADVANCE

Jurassic Park 3: The DNA Factor

▲ Striking a Bruce Forsyth pose on Dino Island.

▲ Now where did that DNA get to? Puzzling stuff.

DNA is tiny. If you unravelled all the DNA in your body, it would probably stretch to the moon and back, with enough left over to make a tasty plate of DNA spaghetti with sauce.

But then you wouldn't be able to enjoy it, because you'd be as dead as the dinosaurs you're trying to resurrect in this platform game. For some reason, the DNA has been scattered around an island, and you've got to jump, climb and crawl around it to collect the stuff. Get enough and you unlock a new species in your little book of extinct things. A standard, unremarkable platform romp.

This one should have been called *Jurassic Parp.*

49%

DEVELOPER: 3D6 GAMES PUBLISHER: THQ PLAYERS: 1

GAME BOY ADVANCE

Disney's Atlantis: The Lost Empire

They say that Game Boy Advance is very easy to develop games for, and the easiest thing of all is making platform games on it.

So it comes as no surprise to find that *Atlantis* is yet another platformer, based on locations from the movie. Well, had to be either that or a karting game. The difference with this one is the detailed animation and against-the-clock tasks. Your character leaps, dangles and swings, rather like Lara Croft on GBC – although he runs so fast it can be hard to stop him falling off the edge of small platforms. He also has a peculiar habit of falling off the top of ladders if you don't line him up correctly at the bottom. Bah.

▲ Just like Lara Croft, except not so nice to look at.

▲ Leaping around like a green-trousered man.

Another bog standard game from Disney.

65%

DEVELOPER: TELEGAMES PUBLISHER: TELEGAMES PLAYERS: 1-4

GAME BOY ADVANCE

Backtrack

***Backtrack* has the distinction of pioneering a wave of first-person shooters due to hit Game Boy Advance and, for the time being, it's the number one game in its field.**

While it isn't of the quality you'd expect on a console, it's quite impressive for a handheld. The movement is a little jerky and the draw distance isn't very good, but circle-strafing around and shooting things is satisfying, and makes a change from the old days of games like *Perfect Dark* being translated to GBC as top-down adventures. It's a start, anyway, and worth a gander. The forthcoming *Doom* is still the one we're holding our breath though.

▲ Attacking androids with a can of deodrant. Way to go!

When you find a horse with a stone stuck in its hoof, or you need to get a hook out of a fish's mouth, it's time to break out the Swiss army knife. ▶

▲ A huge gun thing. Now that's more like it.

Four-player deathmatch on GBA. Nice.

77%

DEVELOPER: SPELLBOUND PUBLISHER: THQ PLAYERS: 1-2

GAME BOY COLOR

No Fear Downhill Mountain Biking

▲ Here's another nice hill to roll down. Wheeeeee!

▲ There's a corner. Must be time to press the D-pad.

If you were riding a bike down a steep hill, you wouldn't expect to have much to do except hang on and scream in terror as you fly over bumps and into the back of pedestrians.

And that's basically all there is to this, except without the thrills. The bike rolls down hills and you press the D-pad to make sure it stays in the middle of the track and doesn't go straight when there's a bend. Approach a hill and you get to press A to pedal. It's almost impossible to lose. We can't recall seeing a racing game with so little interaction.

▲ Ooh, a downhill section. Let's try it no-handed.

Be warned. Fear this cart. Fear it very much.

20%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ANCO | PUBLISHER: 3DO

REVIEWER: Tim Mead

We've seen better footie action, but it doesn't matter for the purpose of a management sim.

Alex Ferguson's Player Manager

Be the next Sven Goran Eriksson. Or maybe even Mike Bassett.

Alex Ferguson has a battle on his hands. But this time it's not trying to keep Becks at Man Utd or even planning how he's going to win the European Cup. This is much harder. His new management sim will soon be going up against *LMA Manager 2002* on PS2.

Luckily for Fergie, this is one of the most detailed management games around, with hundreds of teams from six different countries competing in their own cups and leagues. The tactics are spot-on, as you give players individual instructions and even order them to hoof or pass.

It's realistic too. Your top striker may come down with a cold just before an important European game, forcing you to change your line-up and mess around with the tactics. It mirrors problems that real footie managers would face.

The matches don't look great, but that doesn't really matter as this is so in-depth. It looks like it's 1-0 to Alex so far.

▲ If only the mighty reds were so reliable on the pitch for real. Get it together lads!

Judgement

GRAPHICS The graphics are basic, but no matter. It's management; looks don't matter.

GAMEPLAY Takes ages to set up and is tricky to master, but once you get the hang of it, it's great.

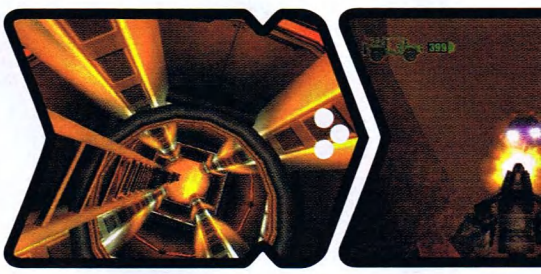
LIFESPAN Tons of teams to manage in different leagues – you'll play for ages before you're bored.

Dead realistic – the only thing that's missing are low flying tea cups in the dressing room. Forget the dodgy looks, this is the boss.

Overall 78%

REVIEWER

Kieron Gillen



OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: VOLITION | PUBLISHER: THQ

The lack of atmosphere on Mars proves problematic.

Red Faction

Context is everything. Let's say you're pretty good looking – certainly better than your friends. You hang around with them and you're the lusted-after one in any social gathering. Then one day you get taken to Olympus to hang around with Greek Gods with chiselled torsos and great teeth. Suddenly, you're not so special.

This is basically *Red Faction*'s problem. While well received on PS2 as the best story-based shooter on the fledgling format, when up against PC competition it can't help but seem a little tawdry and drab. Its most direct peer is *Half-Life*, and *RF* takes its basic linear structure of encounters – which is fine, except the pacing is never as exquisite as Valve's masterpiece. The flow of the levels is particularly hard to judge too – most delays in play were caused by trying to work out where we were meant to crawl next. If orientation rather than ultra-violence takes up your time, something is very wrong.

Softography
These guys have also made...

Freespace	81%
Freespace 2	87%
Silent Threat	75%
Summoner	81%
Red Faction	90%

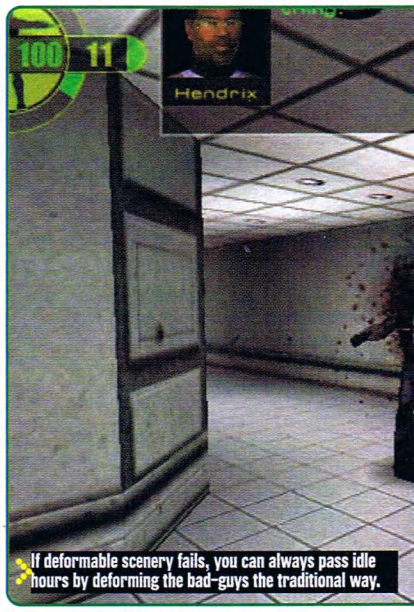
FACTION ACTION

And what about that sexy Geo-Mod technology which, theoretically, allows you to reshape the level to

Red Planetary!

The biggest change in the transition to PC is expanded multi-player options. Up to 32 people can fight across the internet. And it's in team-play games that we see the best use of the Geo-Mod technology. New and innovative, but not enough to push the game into recommended territory.

▲ Collect enough ammunition, and you can tunnel your way through to their HQ. Hurrah for that.



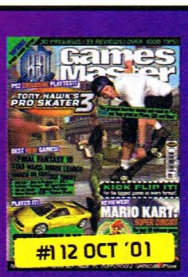
If deformable scenery fails, you can always pass idle hours by deforming the bad-guys the traditional way.

PREVIOUSLY IN Games Master

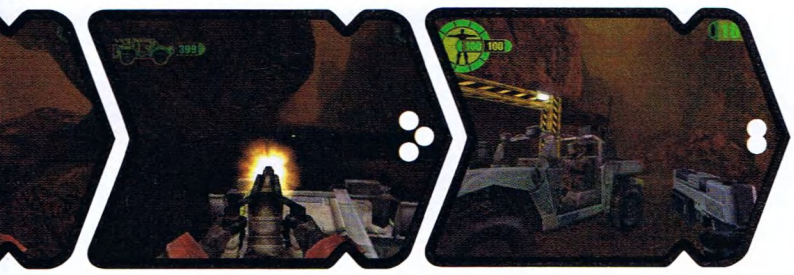
Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%



MARIO KART: SUPER CIRCUIT	(GBA)	95%
MAX PAYNE	(PC)	92%
FINAL FANTASY 10	(PS2)	91%
FREAK OUT	(PS2)	88%
WORLD CHAMP SNOOKER 2002	(PS2)	82%
SPIDER-MAN: MYSTERIO	(GBA)	81%
MECHCOMMANDER 2	(PC)	80%
DAVE MIRRA FREESTYLE BMX 2	(PS2)	78%
THUNDERHAWK: PHOENIX	(PS2)	75%
MEGA MAN XTREME	(GBC)	74%
CODENAME: OUTBREAK	(PC)	72%
VICTORIOUS BOXERS	(PS2)	71%
FA PREMIER MANAGER 2002	(PC)	70%
MX 2002	(PS2)	70%
DISNEY'S ATLANTIS	(PS)	67%
EARTHWORM JIM	(GBA)	67%
HOT WHEELS: EXTREME RACING	(PS)	62%
HIGH HEAT BASEBALL 2002	(GBA)	60%
CARRIER	(DC)	58%
IRIDION 3D	(GBA)	49%
PITFALL: THE MAYAN ADVENTURE	(GBA)	47%
TWEENIES: GAME TIME	(PS)	14%



SPECIAL FEATURES: ONLINE PLAY
OTHER FORMATS: PS2
CALL: 01483 767 656
PLAYERS: 1-32

▲ Remember, kids. Violence doesn't solve anything.

▲ Underwater detonations implode realistically. Yes.

your own design? To be honest, it's not up to much. After the first few levels the number of indestructible walls creep up until you might as well be playing a normal gun-and-runner.

So, if you might as well be playing a normal gun-and-runner, why play this? The demands of the Geo-Mod technology and – presumably – the limitations of PS2 make it look, basically, not much better than Valve's *Half-Life* technology, with simple polygonal designs common. With *Return to Castle Wolfenstein* out in the near future, travelling to the red sands of Mars to fight through this seems somewhat redundant.

... While well received on PS2, up against PC competition, it seems a little drab...

Judgement

GRAPHICS Good for PS2; mediocre for PC. Limited damage models, simple architecture.

GAMEPLAY Standard shooter . Even the addition of vehicles and Geo-Mod does little to enliven it.

LIFESPAN If multi-player takes off, maybe longer, but the single-player doesn't attract replay.

Vaguely reminiscent of *System Shock*, *Red Faction* suffers on its trip to PC – the Valhalla of shooters. Average.

Overall 67%

And if we've missed anything here's our...

Reviews Round-up

GRAND PRIX 3 — 91%

With two new tracks and better looking cars, *GP3* has been souped-up with style. It's hard, but *Grand Prix 3* is still the best F1 game on PC. Worth every penny.

FORMAT: PC BY: DAYDREAM PRICE: £15

SPYRO: YEAR OF THE DRAGON — 80%

Awesome levels, loads of baddies, yet more brilliant puzzles, and quality skateboarding games thrown in. Not as good as *Crash 3* but Spyro's best so far.

FORMAT: PS BY: SONY PRICE: £20

TINTIN DESTINATION ADVENTURE — 50%

TinTin fans will be glad to hear he's finally got his own PSone game. Not a bad platformer – fly a plane, drive a jeep and even man a sub. But that's about it.

FORMAT: PS BY: INFOGRAMES PRICE: £30

ANARCHY ONLINE — 57%

Much hyped online multi-player that plays with horrendous lag times – and that's through a super duper connection. What a disappointment.

FORMAT: PC BY: FUNCOM PRICE: £30

CRASH BASH — 62%

All *Crash* games were great until this minging *Mario Party* clone multi-player hit the shelves. All the top characters, but it's repetitive, and winning is down to luck.

FORMAT: PS BY: SONY PRICE: £20

MOTO RACER WORLD TOUR — 70%

One of the best bike racers around for PlayStation, with smooth graphics and a brilliantly realistic feel to it. Only problem is, it's so damn hard.

FORMAT: PS BY: SONY PRICE: £20

GRAN TURISMO — 92%

The first in the world class *GT* series, this is still one of the best racers to be found on PSone. For a tenner, you simply have to get it if you haven't already.

FORMAT: PS BY: SONY PRICE: £10

TOMB RAIDER: THE LAST REVELATION — 84%

Another decent addition to the *Tomb Raider* series. With harder challenges and an imaginative storyline it's muchos bargainous at just 10 of your quids.

FORMAT: PS BY: EIDOS PRICE: £10

THE FLINTSTONES IN VIVA ROCK VEGAS — 23%

With sluggish controls, sloppy graphics and less imagination than *Army Men 8*, this doesn't even look like a PS2 game. Our advice? Yabba dabba *don't*.

FORMAT: PS2 BY: SWING! PRICE: £40

HOT WHEELS JETZ — 64%

Fly around your house to save the toy community from certain destruction. It's basic and isn't the most accurate sim about, but it's still good fun.

FORMAT: PC BY: THQ PRICE: £30

HOT WHEELS F1 — 70%

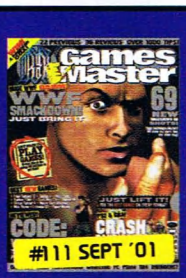
HWF1 is a fun racer which gives you the option of racing F1 models cars and go-karts. Its not quite *Grand Prix 3*, but this tough racer is good fun.

FORMAT: PC BY: THQ PRICE: £30

HOT WHEELS MECHANIX — 39%

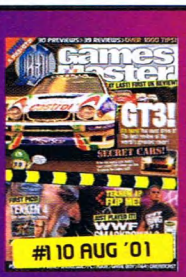
Phew, yet more *Hot Wheelz*. This one is a like a bad version of *Micro Machines*, with crappy graphics and tedious gameplay. A massive lump of turd.

FORMAT: PC BY: THQ PRICE: £30



RESIDENT EVIL CODE: VERONICA X	(PS2)	92%
PAPER MARIO	(N64)	91%
SHEEP, DOG 'N' WOLF	(PS)	91%
ESCAPE FROM MONKEY ISLAND	(PS2)	90%
ISS PRO EVOLUTION	(PS)	90%
BOMBERMAN TOURNAMENT	(GBA)	88%
DARK CLOUD	(PS2)	86%
HOUSE OF THE DEAD 2	(PC)	83%
COLIN MCRAE RALLY	(PC)	82%
TOMB RAIDER: CURSE OF THE SWORD	(GBC)	82%
XG3: EXTREME G RACING	(PS2)	82%

ATV OFFROAD FURY	(PS2)	80%
INCREDIBLE CRISIS	(PS)	80%
DIABLO 2 EXPANSION SET	(PC)	77%
CITY CRISIS	(PS2)	74%
HOT POTATO	(GBA)	72%
SOLDIER OF FORTUNE	(DC)	69%
CHARGE 'N' BLAST	(DC)	68%
EPHEMERAL FANTASIA	(PS)	64%
WWTBAM? JUNIOR	(PS)	27%
SABRINA THE TEENAGE WITCH	(PS)	22%
ROBOCOP	(GBC)	08%



GRAN TURISMO 3 A-SPEC (PS2)		95%
ONIMUSHA WARLORDS (PS2)		90%
SONIC ADVENTURE 2 (DC)		90%
WORLD'S SCARIEST POLICE CHASES (PS)		86%
FIRE PRO WRESTLING (GBA)		85%
EDGE OF CHAOS: INDEPENDENCE WAR (PC)		83%
TOOTUFF (GBC)		81%
ANACHRONOX (PC)		80%
NBA STREET (PS2)		80%
Z: STEEL SOLDIERS (PC)		79%
GANGSTERS 2 (PC)		78%

LE MANS 24 HOURS (PS2)	78%
STAR WARS: SUPER BOMBAD RACING (PS2)	76%
KIRBY 64: THE CRYSTAL SHARDS (N64)	74%
HALF-LIFE: BLUE SHIFT (PC)	70%
GHOSTS 'N' GOBLINS (GBC)	69%
OUTTRIGGER (DC)	68%
CART FURY (PS2)	67%
NICKTOONS RACING (PS)	52%
UEFA CHALLENGE (PS2)	43%
SHREK: FAIRY TALE FREAKDOWN (GBC)	34%
BATMAN: GOTHAM CITY RACER (PS)	32%

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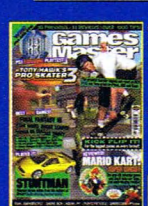
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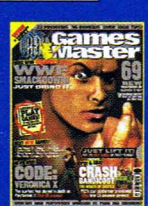
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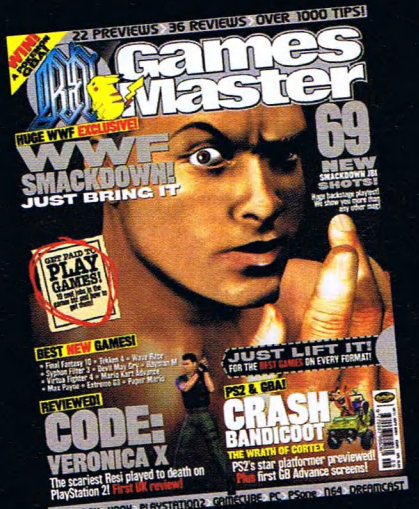
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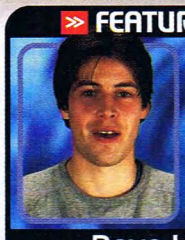
Next time somone asks what you want for Christmas just give them this form and you can get every issue of GamesMaster delivered to your door without fail!

You get the biggest games on ALL formats hot off the press! Each issue comes straight from the printers, so you're guaranteed the first copies every month.

BRING THE TOYZ!

In this complicated world it is often the simplest things that bring a smile to our faces. Check out our round-up of the smartest toyz and games!

TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN THE 'HOOD!... TOYZ IN



» FEATURES EDITOR

Scaredy cats might not like some of these toys, 'cos they're truly terrifying. The idea of AI mice falling in love – that's scary.

Dave Harrison

MOUSIE

A little mouse with clever clogs on, this one. Plug it in to your PC and it downloads games and music to your hard drive; unplug it and it's a stand-alone toy of the Furby variety, interacting with other mousies and developing AI as it matures. There are two Mousies, Fred and DiDi, who are programmed to fall in love when they're six years old (in mousie years). I think I'm gonna hurl.

FROM: Tiger Electronics
CONTACT: www.mousies.com
PRICE: £24.99 each/£44.99 a pair

LEGO HOGWARTS EXPRESS KIT

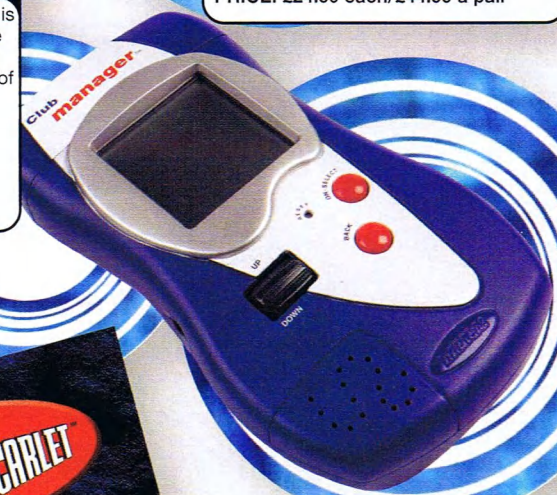
It really is amazing what you can build with a few plastic coloured bricks. Lego's creations have always impressed us, and this Hogwarts Express train, complete with Platform 9 1/2, looks great. Play your way to wizard school all day, muggles. You can win Lego's Hogwarts Express Set along with the Creator software to the right.

FROM: LEGO
CONTACT: www.lego.com
PRICE: £79.99

HANDHELD CLUB MANAGER

This portable footie management game is stacked full of options – very impressive for such a little machine. You can even hook up two machines and play an out of season friendly. You'll be kicking over medical tables and wearing flat caps before you can say 'full time'.

FROM: Radica
CONTACT: 01992 503 133
PRICE: £24.99



CAPTAIN SCARLET

Retro monkeys, you can win these figures of Captain Black and Captain Scarlet, complete with deep voices and deep slogans, along with a yearly annual. Just answer this, Spectrum agents:

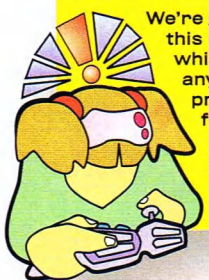
What is the name of the sworn enemies of the Earth?
a: The Klingons
b: The Mysterons
C: The Nylons

Answers to: Aye Aye, Cap'n at the usual GM address.

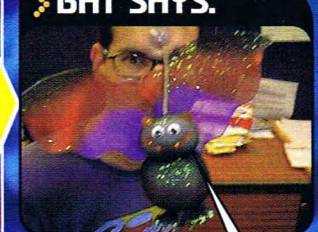
FROM: Vivid Imaginations
CONTACT: 01702 200 660
PRICE: Talking figures – £14.99
Annual – £6.99

TOY DIVISION!

We're giving away lots of our play things this month, apart from Tom's bonce, which you wouldn't really want anyway. Our favourite things are probably the Captain Scarlet figures, especially Captain Black, who really does speak like a man possessed. You can tell he's hard 'cos he's got a load of stubble – he hasn't shaved for weeks. Tough.



BAT SAYS:



Don't mind Ollie. The muppet's a right batty boy.

ROBIN SAYS:

Ah, it's gonna leave a puddle on my palm.

TOM SAYS:

I take over and Man Utd are relegated. Yis!

BRING THE TOYZ!

TOYZ IN THE 'HOOD!_TOYZ IN THE 'HOOD!_TOYZ IN THE 'HOOD!_ TOYZ IN THE 'HOOD

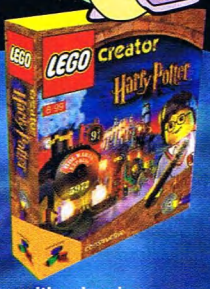
HAUNTED FRIENDS

We like these 'cos they're cheap, bright and cheerful but, most of all, because they make a great noise when you squeeze them – sort of like the spooky sounds you'd hear in hammer horror movies. Oh, is that the time? Me thinks the witching hour hath cometh.
FROM: Russ Berri
CONTACT: 02380 747 670
PRICE: £3.99

FLUTTERING FIENDS BATS

This looks like something your nan might make you for Christmas out of an old pair of her tights – ugh. It's got an impressive wingspan though, and you can stick it to a window and spring it around. And it's out just in time for Halloween. Spooky.
FROM: Russ Berrie
CONTACT: 02380 747 670
PRICE: £9.99

LEGO CREATOR HARRY POTTER



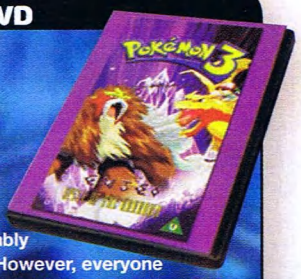
From: LEGO Software
Contact: 0800 5346 1111
Price: £29.99
You can build your own virtual Harry Potter world with this set and then go and explore. How much this will add to the stories is debatable, though – JK Rowling's notoriously sparing with releasing details. Still, you can build Diagon Alley, Hogwarts Castle, etc, and the characters interact with each other. One winner can win the Hogwarts Express Set and Creator, and three runners up can win the Creator set by answering this question:
What is the name of Harry's friend?
a: Hernia
b: Hermione
C: Moaninon
Answers to the usual GM address, marking your envelope Lego o' Me!

▲ Unfortunately you won't be able to mix eye of newt and tongue of toad to make your own spells up, but you may find some pre-set ones.

SPORTCLIP STEREOPHONES

If you're worried about ruining your hairdo by wearing headphones with a headband, get yourself some of these. They grip your ear in a hearing aid kind of way and look a bit like tea strainers – but you can already get headphones that just sit in your ear, so they're not that revolutionary. They look kinda futuristic, though, so style junkies'll like 'em.
FROM: Koss
CONTACT: www.koss.com
PRICE: £19.99

POKÉMON 3: THE MOVIE DVD



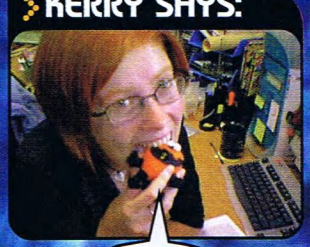
From: Warner Bros.
Cert: U
Price: £19.99

The third in the 'Mon's silver screen outing is also reckoned by Barry Norman to be the best – only joking, he's probably never even watched it. However, everyone is in general agreement that this is a pretty good movie effort, and it features those mysterious Unown from *Gold/Silver*. Ash is having a real 'mare here, as his little orphan friend Molly gets wrapped up in a world created by the mysterious Alphabeti Spaghetti figures. When Ash's mum goes to try to rescue Mol, she gets trapped herself – daftly – leaving Ash on the verge of being orphaned too. Cue a load of Pokémon frenzied action as the little nippers join the gang to try to save the day.

▶ Extras on the DVD include a commentary on the changes made to the Japanese version for the English one. Interesting, eh?

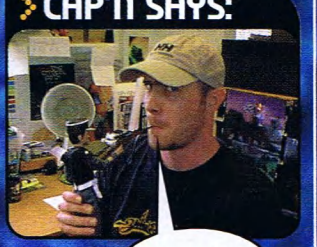
◀ You'll also get a Pichu and Pikachu short if you go digital, along with a bog standard behind-the-scenes featurette.

KERRY SAYS:



Possessed Pumpkin. Yum, my favourite flavour.

CAP'N SAYS:



It's all got to be black Paul. Black, black, ngyah.

DOT-BOT

Since the littlest AIBO came out a couple of years ago, the world's gone stark raving mad for AI toys. This little robot is part of the Dot-Bot family, of which there are six, including a dog and a baby. Great. Guess what? They can even talk to each other [gasp].
FROM: Vivid Imaginations
CONTACT: 01702 200 660
PRICE: £21.99

HARD WARE

In just a few months, these pages will be packed with new next-gen peripherals vying for your GameCube or Xbox parts. Until then, live in the present and stock up on your GBA and PS2 gear.

PERIPHERALS ON TRAIL..PERIPHERALS ON TRAIL..PERIPHERALS ON TRAIL..PERIPHERALS ON TRAIL..

▲ You can just about make Snake out here as he hides behind a crate, as he so loves to do. We can barely see what's to his right though.

▲ Cor blimey O'Reilly, get your shades out. Snake's now so bright, he's dazzling. Well, not quite, but there's definitely an enhancement.

VIDEO GAME ENHANCER

This improves the quality of the picture on all consoles. All you do is plug in the composite leads included between your console and TV and – hey presto – everything becomes clearer. Except for the Rayman's missing limbs riddle.

FROM: Nuwave Technologies
CONTACT: www.nuwaveinc.com
PRICE: £39.99

55%

VERDICT:
In reality, all that really happens is the picture on your screen gets a little bit brighter, so things that may have been slightly obscured by shadows become visible. Only really handy for dark games, like *MGS*.

PRO CASE

Sturdy, stylish and silver – with your GBA tucked inside this case you'll be da man. It's also full of velcro straps and mesh parts to keep your machine and games neat, tidy and in one place. How flashy.

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £9.99

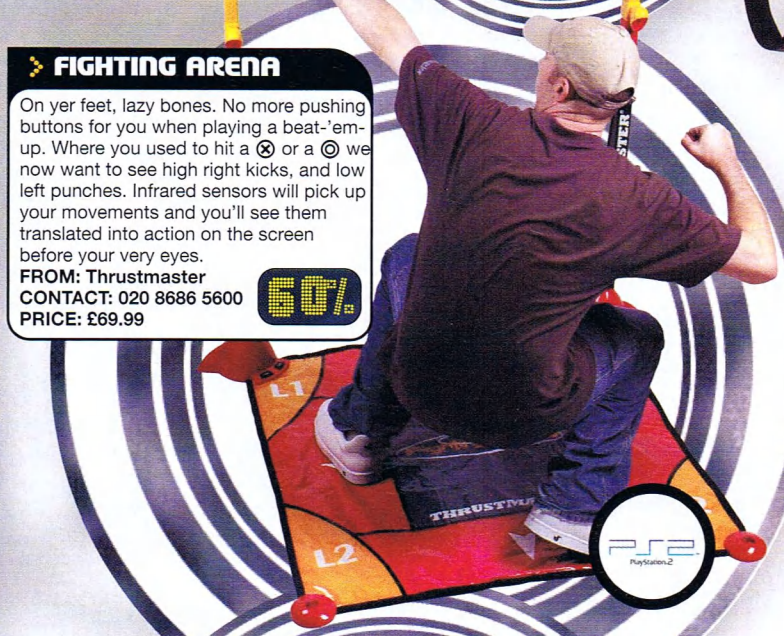
85%

FIGHTING ARENA

On yer feet, lazy bones. No more pushing buttons for you when playing a beat-'em-up. Where you used to hit a ⊗ or a ◎ we now want to see high right kicks, and low left punches. Infrared sensors will pick up your movements and you'll see them translated into action on the screen before your very eyes.

FROM: Thrustmaster
CONTACT: 020 8686 5600
PRICE: £69.99

60%



FOUR-PLAYER LINK CABLE

Now that GBA's getting well established, peripheral prices are on their way down – brill news all round. And this cable also works with grandaddy GBC, so it really is great value. We suggest you get one in.

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £5.99

75%

GBA FLEXILIGHT PLUS

This light's not just white, it's Super White – so don't look at it through binoculars. If you play GBA under your duvet, you'd better put one of these on your Christmas list. It plugs into your link cable port, but that's okay as it's got another port in its rear, so you can still play four-player games. Brill! Now you can have a party under your sheets.

FROM: Blaze
CONTACT: 01302 325 225
PRICE: £9.99

70%

GBA FACE COVERS

Perfect for customising your GBA without pouring paint all over the thing, these clip on to your Boy, rather like those mobile phone clip-on covers. And you can go for the plain Jane or an electrifying design. You'll never lose your GBA again!

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £3.99 for two plain/£2.99 for the fancy one.

80%

UNIVERSAL CAR ADAPTOR

There can be few things more annoying than getting to the Gold Cup on *Mario Kart* when your GBA battery light starts flashing. Well, don't worry, just jump in a car and plug it in, and play as you charge.

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £6.99

70%

P99K LIGHT BLASTER GUN

If it's action you want then this is the gun for you. It's got a recoil feature, so you can feel the full force of your blasting, and you can put it on a machine gun setting and strafe to your heart's content. And when your magazine's empty, just hit the reload pedal. It really is chockablock with cool features.

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £19.99

85%

ADVANCE LIGHT

The twin lights on this get rid of any glare, making it one nifty bit of kit. Normally, with just one light shining on the screen, you get a white spot, but these lights point towards one another, spreading light in their path. It comes with a magnifier too. Get one!

FROM: Logic 3
CONTACT: 0208 902 4422
PRICE: £12.99

90%

ON TEST

SAITEK PX5000

This pad's sturdy and comfy, with so many buttons it looks like a pad James Bond'd play games with. And it's programmable, so you can set 10-hit combos to be performed with a mere touch of a button – great for beat-'em-ups. But programming's not very intuitive – and it's a bit ugly.

FROM: Saitek
CONTACT: 01454 451 900
PRICE: £19.99

79%

WIN!

WW

PRIZES WORTH OVER £2000!

It's the ultimate WWF and PS2 giveaway. Thanks to those rather useful people at THQ, we've an *exclusive* PlayStation 2 up for grabs that has been signed by that, ahem, horny little she-devil Terri. Yes, while she popped into GM Towers for a quick chat (see the interview on p.14) we got her to scrawl her signature on this spangly PS2.

But that's not all. Just for lucky GM readers, she also signed five copies of *SmackDown! 2*, one of which we'll give away with the PS2, and the rest will go to second place winners. And if that lot isn't enough, we've also got 50 copies of the first *SmackDown!* to give to runners up. It's a wrestling frenzy! To be in with a chance, answer the question below, fill in the form on the right and get it to us by 1 November. And that's the bottom line.

Question:
Which of the following is not a well known WWF Diva?

a) Terri
b) Lita
c) Mrs Merton

FINAL FIGHT ONE

Which of these is not a fighter?

a) Paul Phoenix
b) E Honda
c) Honda Accord

Five copies to be won

TWISTED METAL: BLACK

Which one is a nu metal band?

a) Slipknot
b) Westlife
c) S Club 7

Five copies to be won

ITALIAN JOB

Which cockney actor stars in *The Italian Job*?

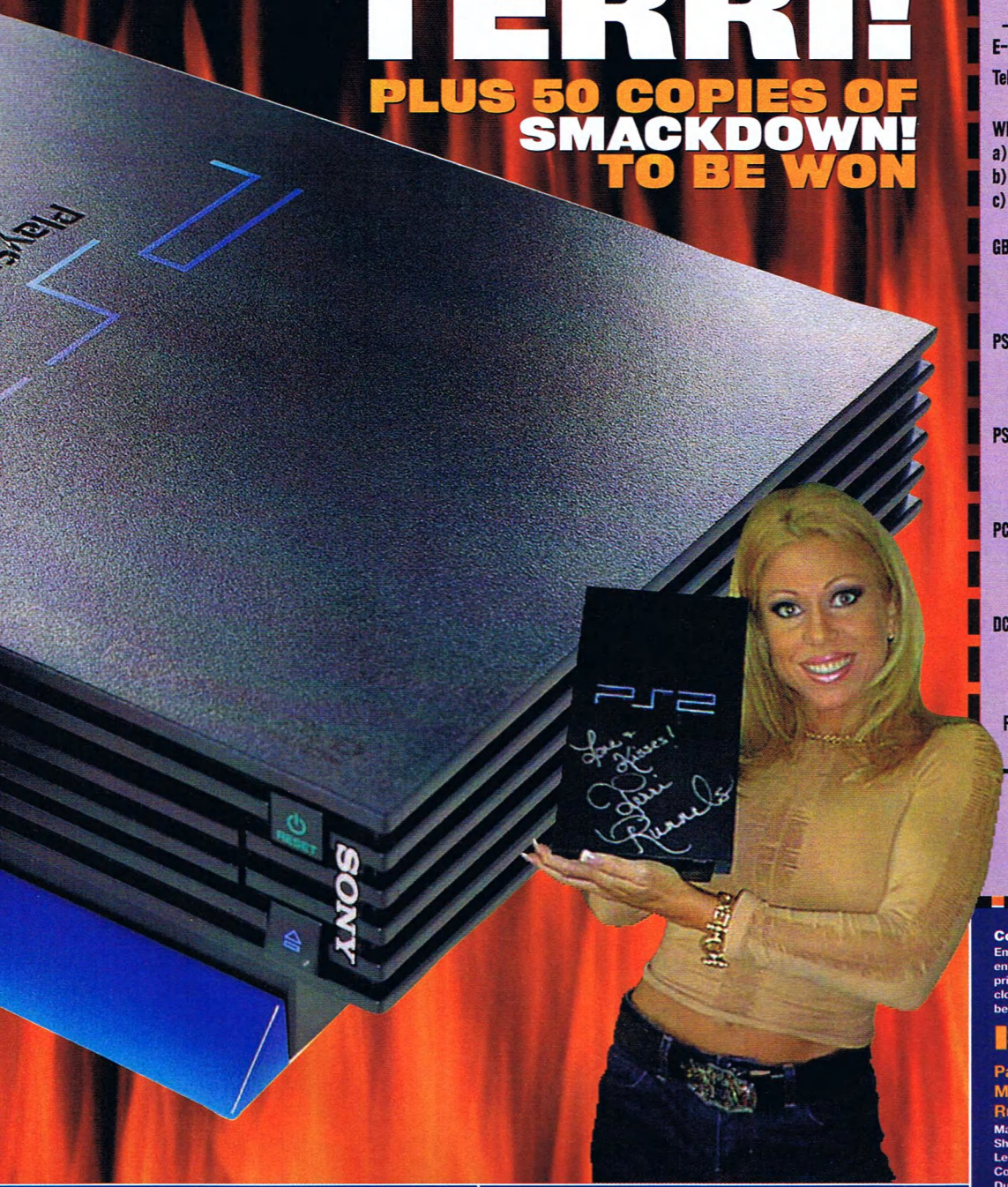
a) Michael Pain
b) Michael Caine
c) Michael Abel

Five copies to be won

F PS2!

PS2 SIGNED BY WWF DIVA TERRI!

PLUS 50 COPIES OF SMACKDOWN! TO BE WON



ENTRY FORM:

Want to win? Then tick the boxes below next to the correct answers and send the coupon to us by 1 November. If you don't want to cut up GM, copy everything down on a postcard. Sorted! **... Fill it in!**

Name: _____

Age: _____

Address: _____

_____

_____

E-mail address: _____

Telephone: _____

Which of the following is not a well-known WWF Diva?
a) Terri ☐
b) Lita ☐
c) Mrs Merton ☐

GBA – *Final Fight One*
a) Paul Phoenix ☐
b) E Honda ☐
c) Honda Accord ☐

PS2 – *Twisted Metal: Black*
a) Slipknot ☐
b) Westlife ☐
c) S Club 7 ☐

PSone – *Italian Job*
a) Michael Pain ☐
b) Michael Caine ☐
c) Michael Abel ☐

PC – *Excitebike 64*
a) PlayStation ☐
b) NES ☐
c) Saturn ☐

DC – *Championship Manager*
a) Mike Bassett ☐
b) Sven Goran Eriksson ☐
c) Rudi Voller ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

SEND TO:

Terri's Tasty Treat Compo, GamesMaster,
Future Publishing,
30 Monmouth Street, Bath, BA1 2BW.

Compo Rules:
Employees of Future Publishing and their families are not permitted to enter this competition. Bog off Mum! There is no cash alternative to the prizes. All the winners will be notified in writing within 28 days of the closing date. The judge's decisions is final, and no correspondence will be entered into. The closing date for entries is 1 November.

ISSUE 110 WINNERS!

Panzer Front: Michael Nixon, Swansea.

Make a Splash: S Goulden, Cheshire.

Runners up: Thomas Keogh, London. Kyle Mingroo, Heywood. Mahmood Fareed, Muharraq. Blake Harrison, Sheffield. Oliver Shaw, Sheffield. Conor Martin, Dublin. Ian Harbour, Norfolk. Aaron Squance, Leicester. Robert Mitchell, London. Precious Ddembe, London. Michael Conway, Stockton-on-Tees. Ian Ogier, Guernsey. Steven Wallace, Co. Dublin. Stevie Day, Sutton. Andrew Havell, Doncaster. Andrew Scott Conway, Scotland. Daniel Stebbings, Bowthorpe Norwich. Paul Welsh, Normanby. Nick Else, Leyland Lanes. Chris Beugel, Bradford.

Rayman Advance:
Darren Armitage, Leeds. Richard Thorn, London. Michael Robertson, Edinburgh. Kunal Ruparelia, Middx. Scott Farrance, Surrey.

NBA Street:
David Osgood, Carlisle. Henry Fox, Hampshire. Daniel McCarthy, Worcester. Chris Green, Norwich. Jimmy Killick, Surrey.

World's Scariest Police Chases:
Alex Bobea, Essex. Daniel Killian, West Midlands. Sam Willis, Isle of Wight. Tom Wilson, Leicester. Joe Littleton, Essex.

Half-Life: Blue Shift:
Paul Docherty, Glasgow. Simon Betson, East Sussex. Jamie Cheving, Coventry. Steven Brown, Dundee. Mark Davies, Bedford.

Crazy Taxi 2:
Stuart Kent, Chippenham. Nick Cooke, Peterborough. Carl Powell, Stafford. Steven Kelly, Kilmarnock. Ben Benjon, Embleton. Well done to the lot of you!

EXCITEBIKE 64

Excitebike was originally on which console?

a) PlayStation
b) NES
c) Saturn

Five copies to be won

CHAMPIONSHIP MANAGER 01/02

Who is the current England manager?

a) Mike Bassett
b) Sven Goran Eriksson
c) Rudi Voller

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STUNTMAN

Lights, camera, TRACTION! Get royally stunted!

PLUS!

Project Eden
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HOT SH

DAVID BECKHAM SOCCER

Dazzling Dave comes to PlayStation. Shoot to page 13

WIN! MORE THAN £2000 worth of games and prizes up for grabs!

It said strawberry blonde on the packet. NOW I'M REALLY GONNA KICK SOME [illegible] BUTT!

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4. Scotland Yard.
5. Invite to Downing Street!
6. Random drug test.
7. X-lines with the Old Bill!

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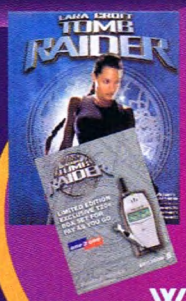

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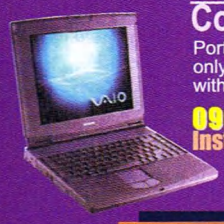

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